

AMIGA FORMAT

£4.50 ■ AUGUST 1995 ■ ISSUE 74

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COULD HELP ME!

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guide will
fix it for you**



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top utilities



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game in history. Ever.

Escom speaks
Future plans revealed

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Can it challenge
Lightwave?

Behind the
Iron Gate



Motion
Master



COLONIZATION



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Sid Meier
Classic?

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Not British Telecom Approved	

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More spares available

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A full range of Syquest, Optical and Dat Drives are available, please call.

VIDEO BACKUP 3.0

This innovative product allows you to backup your software onto a VHS cassette, so you can store up to 520MB on one four hour tape. Version 3.0 has new backup modes for Amiga's with a 68020 or higher CPU, a new user interface that also runs on the Workbench screen

VIDEO BACKUP SCART	£65
VIDEO BACKUP PHONO	£60
UPGRADE TO V3.0	£20

DISK EXPANDER

Disk Expander includes the following features:

- Can add up to 50% to your hard drive capacity
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- Once installed the program is transparent to the user
- Works on any Amiga with any Kickstart

DISK EXPANDER	£25
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FLOPPY EXPANDER

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FLOPPY EXPANDER	£10
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OCTOGEN SCSI-2

SCSI-2 controller card for the Amiga 1500/4000 Upgradable to 8MB of RAM.

OCTOGEN 2008	£129
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TANDEM CD-DE CARD	£69
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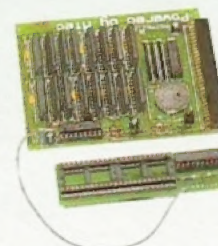
MEGACHIP RAM	£159
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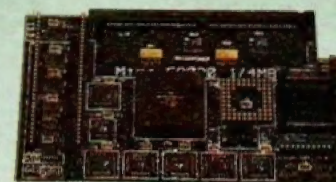
A500 2MB RAM



A 2MB RAM board for the A500 which fits in the trap door slot.

A500 2MB RAM	£90
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A500 68020



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POWER SCANNER 4



24-bit



The award winning Power Scanner 4 includes the following features:

- Scan in 24-bit (16.7 million colours) at upto 200DPI (all Amigas, not just AGA)*
- Scan in 256 greyscales at up to 400DPI (all Amigas not just AGA)
- Thru' port for printer connection
- Fully supports AGA chipset
- Display HAM8/24-bit images on a non-AGA Amiga (via image conversion)
- Full editing facilities
- Compatible with all Amigas

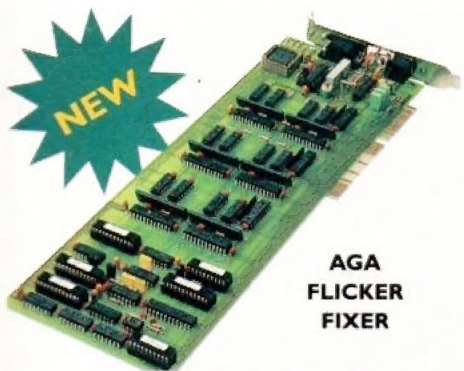
System Requirements

2.04 ROM or above, Minimum 1MB
Recommended 2MB or above

*Only available on Colour PowerScanner 4

POWERSCAN 4 B/W£99
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AGA FLICKERFIXER



AGA
FLICKER
FIXER

ScanDoubler II is a full 24-bit AGA Flicker Fixer for the Amiga 4000. It automatically de-interlaces all AGA screen modes and scan-doubles non-interlaced PAL/NTSC modes to allow VGA monitors to display them. Supports VGA only, S-VGA and Multiscan monitors. Pixel sharp picture, even at 1440 horizontal resolution and has a standard 15 pin VGA type connector. Comes with composite video/S-VHS outputs.

SCANDOUBLER II£399

VGA ADAPTOR

VGA ADAPTOR£15

EPSON GT-6500



The Epson GT-6500 24-bit colour A4 flatbed scanner has output resolutions up to 1200DPI in 16.7 million colours, greyscale and line art. The GT-6500 comes with software, cables and manual.

GT-6500 POWERSCAN£599

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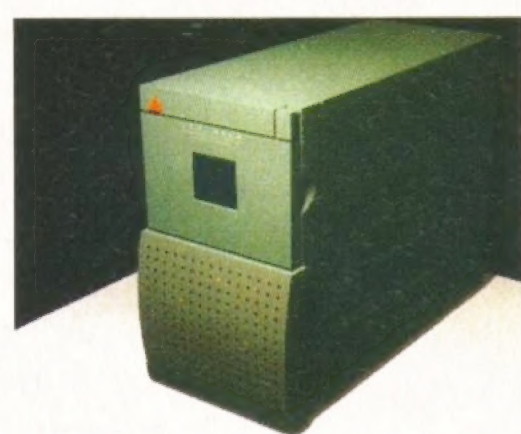
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AMIGA FORMAT

ISSUE 74 ■ AUGUST 1995

AMIGA NEWS



The Amiga recased and redesigned, as Escom hope to relaunch A1200 and CD³² before Christmas.

Escom unveils plans for the future, with new machines, new logos and a new approach. p10

SERIOUSLY AMIGA

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Real 3D v3	90
More powerful than <i>Lightwave 3.5</i> , but the burning question is can any reasonable human being actually use it?	
CD-ROM drive	95
The Aiwa ACD300 is anything but just another boring double-speed CD-ROM drive. Nick Veitch presses the buttons.	
PC-Task 3	97
Downgrading your Amiga can be an expensive business, but this software-only emulator could have the answers.	
Photogenics 1.2	101
Those Almathera people keep on adding so much to <i>Photogenics</i> , there's going to be nothing left for the <i>Pro</i> version.	
Pro-Pak	104
Repackaged, re-styled, re-released and under the critical gaze of Graeme Sandiford is <i>ProVector 3</i> from Stylus.	
Organizer	107
Digitia's answer to all those missed meetings, forgotten phone numbers and lapsed subscriptions to the best Amiga magazine.	
Motion Master volumes 1&2	110
Additions to <i>Lightwave</i> which will make character animation easier, amongst other things.	
CD-ROMs	113
The latest CDs, hot off the duplicators from all over the world, rendezvous in this month's round up.	

MAIN FEATURE

Workbench

A huge problem solving resource for all you trouble-stricken Amiga people, on p19



SCREEN PLAY

Page 41



Colonization
A worthy successor to *Civilization* arrives at last.

p46

Every new Amiga game reviewed and rated!



Previews	43	<i>Player Manager 2</i> (left): Any angle you want, almost. <i>Sensible Golf</i> (above): It isn't PGA Tour, but that doesn't make it a poor game.
Championship Manager 2, Pole Position: Formula 1 Team Manager, Wheelspin, Star Crusader:		
Charts	44	Timekeepers
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Roadkill	58	Re-releases
		GameBusters

Coverdisk A: Transition

p140

Batch image processing made amazingly easy. This neat program supports many file types and runs in a minimum of memory...

PLUS

There is a whole host of useful utilities crammed on to this disk.



Coverdisk B: Player Manager 2

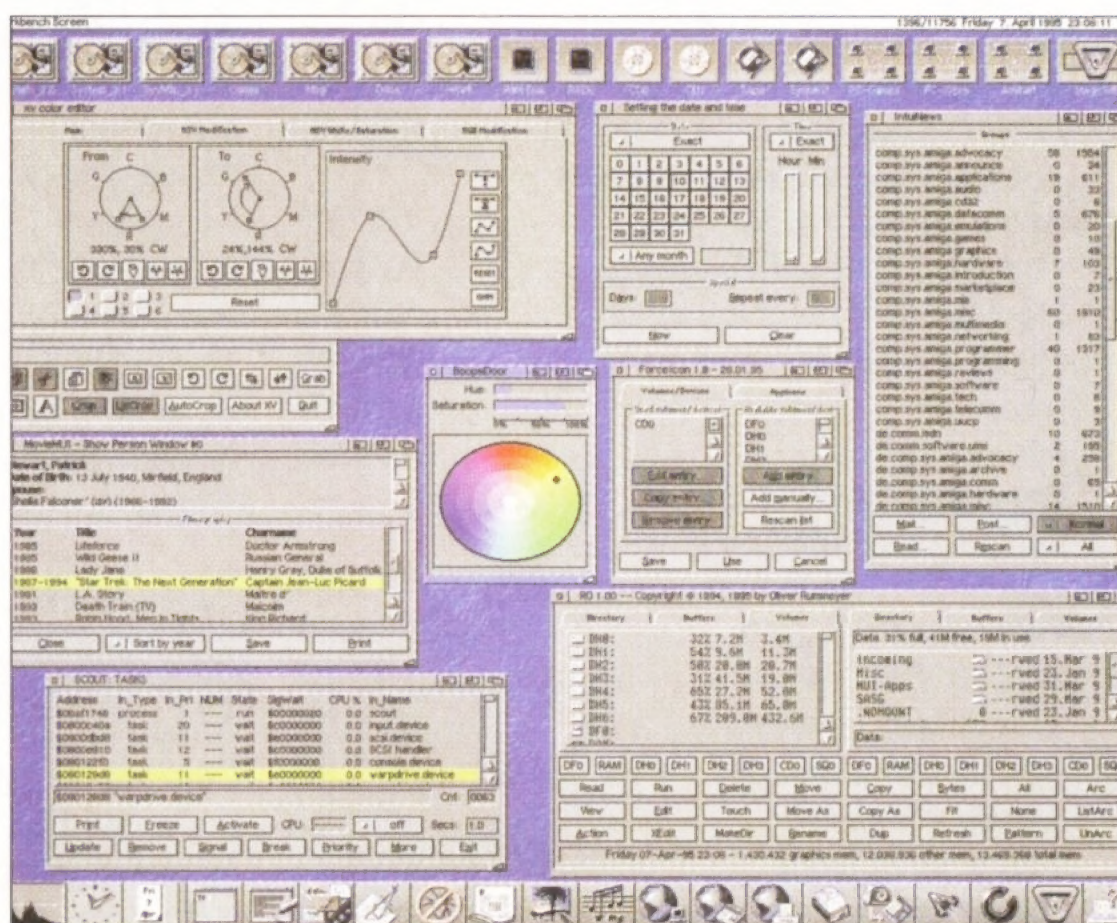
p138

You get to play not just a few games but a whole season as manager of your own team. Enjoy arcade action as well as the management challenge...



MUI p36

A godsend to programmers, who can now concentrate on writing software instead of user interfaces – or a waste of disk space?



Real 3D v3 p90

Realistic, natural and entirely a figment of the Amiga's imagination. But is it now any easier to use?



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This Month In View

The man in the big chair, Nick Veitch, is your host for another world-beating edition of the best Amiga magazine.

AMIGA FORMAT 74 AUGUST 1995

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There is much to be happy about this month, in an issue where we can bring you a clearer idea of Escom's future plans, a review of the rather astounding *Colonization* (which once upon a time was not scheduled for release on the Amiga) and an in-depth look at rendering software with even more features than *Lightwave*, the irrepressible *Real 3D*, which generated the fine image you see here.

On top of all that, you must have noticed our rather tremendous Coverdisks. In addition to a collection of PD utilities for various shades of Amiga, there is the rather useful *Transition*, which can translate images quickly and easily between file formats without a huge memory overhead.

The games disk is even better, with a full season of *Player Manager 2* for you to enjoy - far better than just a buggy game that will only work with AGA machines. We have also filled our disks, unlike our rivals. Quality and quantity are what makes *Amiga Format* stand head and shoulders above the rest.

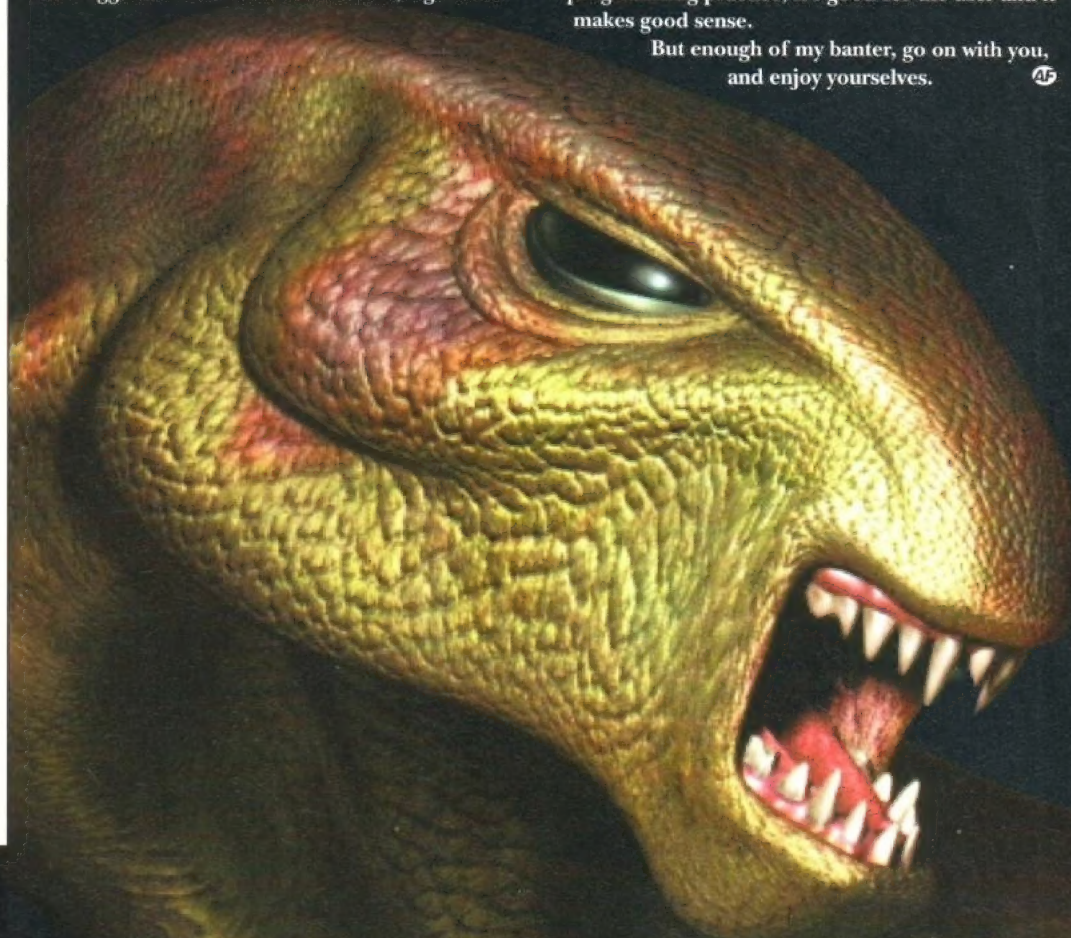
Historically, this is a quiet time on the games front, and one would expect that this year, more than ever, there wouldn't be very many new releases. But as you have no doubt seen, there are some pretty big games in this issue, not the least of which are *Player Manager 2* and *Sensible Golf*. But the biggest of them all is *Colonization*, a game so

terrific that I had to wrest it from Mr. Bradley's sweaty paws and review it myself. It is an important and timely release - not just because there was some initial doubt about whether it would make it to the Amiga at all.

An equally important point is that it will run on just about any Amiga ever made. It works in 1Mb if that's all you've got, but those with more will benefit from background music and sound effects; it will work on a 1.3 machine on a low resolution 32-colour screen, but it will also work on an A1200 with a nice 64-colour backdrop; it will work on a 68000, but it will also work on a 68040. It even worked on an A3000 under WB3.1 with an EGS card driving an SVGA display.

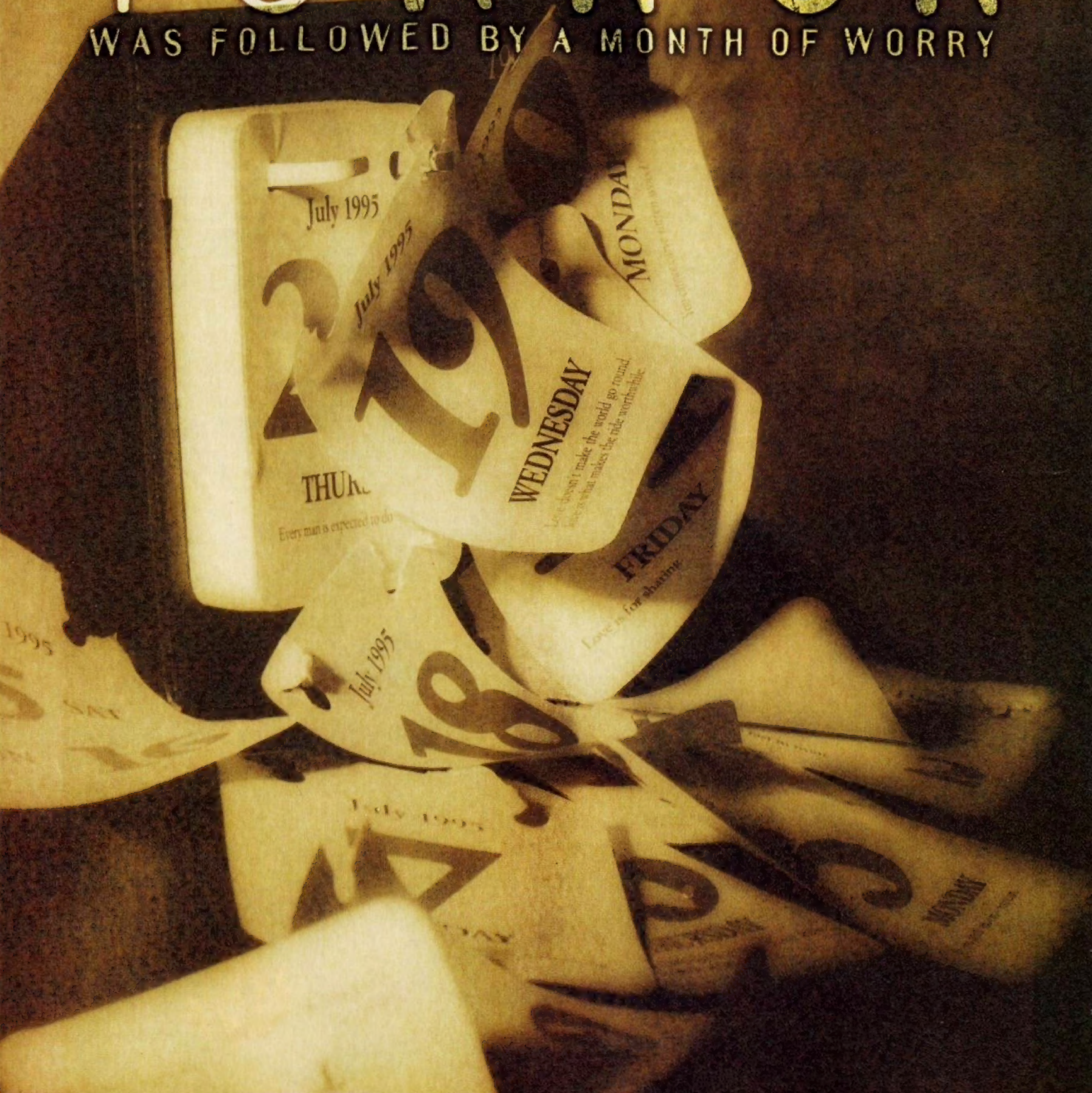
As shelf space for the Amiga titles has been getting tighter, software publishers have found it difficult to stock games which won't work on some configurations of the Amiga. To get WH Smith to stock your A1200-only game, you'll have to make a fairly solid case. But well programmed games could be produced, in many cases, for all types of Amigas. The concept is called auto-enhancing, and it means that the software uses features appropriate to the machine it finds itself running on. Games like *Colonization* lend themselves to this more than others, but everyone should strive, where possible, to follow suit. It's good programming practice, it's good for the user and it makes good sense.

But enough of my banter, go on with you, and enjoy yourselves. AF



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*An optional GoldStar Digital Video Module is required to play Music Video CDs and Video CD Movies, and is due for release before Spring 1996. 3DO and the 3DO logo are trademarks of the 3DO Company.

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Whatever Happened To?



Jeff Rank – performance upgrade is a logical step.

The future of the A1200 is still uncertain. Amiga Technologies' first priority is the building of 100,000 basic A1200s for worldwide distribution, but no price has been set for the new machines and worryingly, the specification for the new product hasn't been confirmed.

At the press conference in Frankfurt on 30th May, technical consultant Jeff Rank stated that Amiga Technologies "believe that a performance upgrade to the A1200, by moving from an EC020

to an EC030 processor as well as built in support for fast RAM capability, is a logical step". Later, Amiga Technologies merely stated that new A1200's would be "at least as good as they were before."

Production dates for a new, redesigned, respecified CD³² have been put back until at least the beginning of 1996. The new top-end A4000Ts are being given priority, with 20,000 units apparently already pre-sold, before they have even been made, to eager retailers.

The much-talked-of A1300 (a superior A1200 with built-in CD-ROM drive) was given short shrift and even sparser details were released on it.

Escom also let it be known that the takeover of Commodore's inventory in Germany and the UK was completed and that it consisted mainly of spare parts. The rumour that's been circulating for many months now about stocks of new Amigas ready to be sold has been quashed. "They do not exist."

Negotiations for inventory in the Phillipines are currently being completed with the local trustees.

Triple A is Four X'ed

According to Gilles Bourdin, Head of Marketing and Public Relations at Amiga Technologies, the RISC-based AAA chip set will never see the light of day.

Instead, Amiga Technologies will concentrate on developing a platform-independent operating system that will rely on retargettable graphics and not on any particular custom chip sets.

This was the one area of discussion that Amiga Technologies were most reticent to expand on. Just what it may mean for future Amiga technology remains to be seen.

AMIGA FORMAT news

Amiga

The first phase of the rebirth of the Amiga computer took place on May 30 at the Park Hotel in Wiesenhuttenplatz, Frankfurt.

With some sixty members of the European press, distributors, hardware manufacturers and software publishers in attendance, Escom AG's chairman Manfred Schmitt and no fewer than 10 representatives of Escom and its partners revealed their plans for the Amiga technology and the Commodore name.

The Amiga and its ill-fated parent are at last separated. The freshly redesigned Amiga logo will grace Escom's Motorola-based machines while – surprisingly – the Commodore name appears on Escom's P75 and P100 Pentium multimedia PCs. The name and 'chickenhead' logo are still known and recognised by over 90% of



Escom's top brass, committed to a strategy completely different from Commodore's of old.

European PC users. Escom also unveiled the new company Amiga Technologies GmbH, which has been formed to handle the fate of the Amiga and its dependents.

New machines including an '030 version of the A1200 and a '060-based A4000 are planned for early 1996, but Escom's prime motivation is to get Amigas back in shop windows.

Production of the high-end A4000T begins in September this year, and Amiga Technologies aim to ship 20-25,000 A4000T units in '95 – most of which it claims have already been pre-sold into retail. By October, the A1200 should be back in production with the CD³² following in time for the Christmas season.

All new Amiga computers will sport AmigaDOS 3.1 and the later, re-styled cases – something the A1200 and CD³² were both long overdue for. There was little mention of the fate of the AAA chip



Manfred Schmitt – revealed ambitious plans for Amiga.

Separated at Rebirth

To separate the brand name of Commodore from the identity of the Amiga, a new company has been formed and named Amiga Technologies GmbH. The name, Amiga, forms a trademark in its own right.

Based in Frankfurt, Amiga Technologies have said their first priority is "to resume production of Amiga computers and bring them on to the market as soon as possible." When asked how soon this would be, Petro Tyschtschenko, General Manager of Amiga Technologies, answered "For us, this means September 1995."

Confusingly, parent company Escom and its recently created sibling Amiga Technologies have sent out contradictory signals about the means of

distribution and retailing. Amiga Technologies seems to be under the impression that no Amigas heading for Britain would be sold through Escom stores in the UK, stating that the stores were "Very nice for selling PCs but not so good for selling Amigas." Questioned on the reason behind this decision, Amiga Technologies added that to do justice to the Amiga technology, expensive staff training would be required. Escom, who are currently spending £6 million on advertising and promotion, have stated that this is "not correct", suggesting that their UK based shops will indeed be used to sell Amigas in addition to the "usual channels" by which we understand they mean independent and multiple retailers.

With the requisite distribution channels in place, Escom have promised that present and prospective Amiga owners can expect competitive prices, sales and marketing support, and service.

In terms of pricing, the Amiga will benefit from the purchasing power of the group. Escom is a major player in the worldwide computing market, and economies of scale should result in lower prices than Commodore could ever afford.

The promise of sales and marketing support is more relevant in substance to the targeted retailers, but will benefit users due to accurate and up-to-date information on pricing and availability of peripherals and upgrades. "No longer will customers feel as if they've been left in the dark."

The importance of after sales service was stressed as part of Escom's philosophy to make things as easy as possible for their customers to achieve the best possible deal.

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- TV broadcasts on Channel 5 hit problems p12-13
- New floppy disk can store 120Mb p14-15
- Good news for games on the Amiga p16

reborn

set, although Amiga Technologies is well aware that the next real direction for the Amiga is into RISC territory.

Both the PowerPC and HP PA RISC systems are currently under scrutiny, but the company is wary of guiding the Amiga too far into the mainstream. There is a strong desire to maintain the individuality and exclusivity of the Amiga brand, while making the system available for existing applications which currently run on RISC PCs and Macintosh computers.

Plans are also in place to begin to licence Amiga technology for inclusion in third party hardware, a process known as 'imbedded technology' licensing. The first such deal has already been struck with the Tianjin Family-Used Multimedia Co. of China, who will be building their own low-end Amigas and also reviving the C64 as a cost-effective, low-end home machine.

But the acquisition of the Amiga name, patents and technologies signals more than just another revenue stream for the burgeoning Escom. The keyword at the press conference was 'multimedia'. Escom now envisions itself as a major player in the multimedia market, forming close alliances with Scala and US company VisCom with a view to interactive TV, set-top boxes and home shopping.

Indeed, the first visible signs of this new direction will be the inclusion of the *Scala MM300* multimedia package with



every new Amiga (apparently A1200 owners without the necessary hard drive or RAM will be offered cheap upgrades). Similarly, the CD³² is being touted as a cheap route into interactive TV, and an Amiga-based set-top box may be unveiled at the Berlin TV Show in August.

However, what is clear is that whatever Escom's plans, they do not include the remnants of Commodore UK. Pleasance and Proudfoot are, apparently, 'out of the picture' and apart from key personnel, no mention was made of Commodore UK's Maidenhead HQ.

Imbedded Technology Could be Key



Escom believe the Amiga presents "uniquely attractive and cost-effective solutions to enterprises attempting to meet the specifications of the telecommunications and cable industries." They want to attract as many companies as possible to take out licences with them so that they can get the broadest spectrum of imbedded technology licensees.

One licensee with whom all AF readers should be familiar is Scala. Famous for its multimedia packages, Scala represents a major force in the burgeoning cable and satellite television sphere. Founder of Scala, Jon Bohmer, reinforced the company's commitment to the Amiga: "No other solution can match the price performance of the Amiga and Scala combination."

Scala aims to establish and implement "ready to use solutions with every machine." A copy of *Scala MM300* will be bundled with every new Amiga sold in the high street.

Considering Scala's desire to secure ScalaScript as "the standard multimedia language of the future" and the fact that their team of software engineers includes most of the people who originally developed the Amiga operating system for Commodore, the future of TV and video production could well be with Amiga-related technology. This is a lucrative and highly profitable operating area, and the trickle-down effect should also prompt a revolution in the consumer sector of the market.

Ominously, Escom have stated that they will pursue present users of Amiga technology covered by the portfolio of patents, copyrights and trademarks now owned by Escom. This area of the licensing agreement could be unpleasant, because many makers of Amiga products will lack any formal recognition of their use of the technology. At the time of going to press, Escom couldn't supply more information on this aspect of their future operations.

While the news on licensees is understandably sparse at this point in time, Escom clearly see 'imbedded technology' as the key to exploiting the Amiga's untapped potential. Amiga technology could turn up inside electrical equipment as diverse as video recorders, television sets, PCs, hi-fi and satellite decoders.

The least prominent licensing area, but one that could put several manufacturers' noses out of joint, is their promise to

"review a wide variety of products and components." NewTek's Video Toaster, for example, could be a target due to the company's practice of rebadging high-end Amigas and selling them on as a complete unit.

It's also known that Commodore holds many of the patents on CD interactive technology. Atari Corp found a similar licence pursuit, which eventually proved Atari had invented sprites and netted \$90 million, to be most lucrative.



Enforced licences could be painful and unpleasant.

News continues overleaf →

Showcase Time



New A1200 and tech specs to be revealed at IFA, Berlin.

Expect the picture of Amiga Technologies' overall strategy to become clearer at the Internationale Funk Ausstellung, a show held in Berlin between the 26th August and 3rd September 1995.

It's a show specifically geared toward multimedia hardware and software. The much-vaunted Viscorp set-top box will be revealed, as well as the new Amiga 1200 and, more mysteriously, "lots of other stuff."

Just what the "other stuff" consists of wasn't even hinted at, so we'll have to politely ask you to watch this space. The IFA expects to attract around 450,000 visitors, more than half of whom will be executive managers looking for business meetings and market news.

The official presentation of Amiga Technologies takes place in the Cologne Fair between 10-12th November.

The Smith Column



Arghhhhh – pirates! (And I'm not talking about Bristol Rovers.) Pirates and software! Look, I've been reasonable about this in the past. I've mentioned that games are often too pricey, which they are. I've said there's too much dross out there, which there is. I've even defended the right of

information to be free. But when I sit in a pub, surrounded by bleating sproggs, blared at by inane TV rubbish and served beer with more bubbles in it than a Californian's brain, and I have to hear two businessmen on the other table talking about how many pirated games they've got, well. My first reaction is to take them outside, douse them in petrol and torch them until their Burton's suit gussets ride up in the heat and castrate them.

Youngsters learning their way in the world can be expected to copy the occasional version of *Nonce Invaders III* — the *Burping*. My assumption is that after a while they'll meet a few of the programmers or at least read interviews with them in this august organ, and it might dawn on them that piracy is not the way. Simply not buying pricey games is one way of complaining, for example, klds. Then there's the chance that these misguided ankle-biters could become programmers themselves and realise that months of hard work, imagination and contractual squabbles are maybe worth paying for.

I overhear two businessmen boasting about how many pirated games they have... my first reaction is to take them outside, douse them in petrol and torch them.

But when it comes to besuited business types, smoking Dunhills, driving Mondeos and complaining that law and order is too soft on street beggars – well, even the most liberal-minded of us surely see red, extract the common-sense syringe and stab it in the offenders' jugulars.

So, for once and for all, here's what games piracy does:

- Makes programmers give up and go and work for Microsoft.
- Gives pirates more cash to go and spend in the bookies.
- Gives greedy software houses the excuse to keep games prices inflated.
- Gives pirates more money to spend on shell suits.
- Ensures that bad programmers will stay in the industry because the software houses are forced to pay peanuts because "Pirates are cutting our margins, dood", reducing the quality of games.
- Gives ankle-biters the chance to look hip in front of their friends until the pirated disk spreads a virus around the school/office and all their friends take them outside and slice them into gerbil food.

And that's about it for this week, except to say that the Amiga/Escom axis has caused more good vibes in computer journalist land than anything for a very long time. It bodes well. Finally, please raise a glass to *The One Amiga*.

Contact Tim Smith on gashead@cix.compulink.co.uk and timbo@gashead.demon.co.uk

The opinions expressed in The Tim Smith Column are not necessarily those of *Amiga Format*.

Grandslam back Amiga



Grandslam promise a heap of new Amiga games to follow *Bump 'n' Burn* (left) including a clone of *Wolfenstein* (above).

Chris Warrender, Sales and Marketing Manager of Grandslam Interactive, has confirmed the company's commitment to the Amiga games market with the announcement that they will be continuing development of *The Seventh Sword of Mendor* with the intention of an Autumn release.

After completion of the *Mendor* project, work will step up on the sequel to *Reunion* – the current working title is *Phoenix – Reunion 2*. Chris claims that there is a buzz in the Grandslam office and "with the news that the CD³² is to be

redesigned, Grandslam can continue to plan strategy and development to include Amiga and CD³²".

Further proclamations include the signing of a number of licensing agreements with third parties from countries as far afield as Australia, North America, Japan and Portugal. Also on the cards is a series of back-catalogue titles to be included in CD-ROM multi-packs for world wide distribution.

We'll update this information with more specific reference to the titles and licensees as and when we obtain it.

Goodbye...

Amiga games magazine *The One* is no more. Published by Emap and edited by ex-games editor of *Amiga Format*, Andy Nuttall, the title will cease publication from the August issue.

Emap say the title is 'suspended' rather than closed outright due to a lack of advertising revenue and new releases. The increase in the price of paper was also cited as a reason for the closure.

The One, not quite famous for its imaginative coverlines (such as, from the recent June issue, "100 pages of Pant-tastic entertainment") was a worthy competitor and its presence will almost be missed.

All is not doom and gloom, though. Andy is off to pastures new with Bullfrog to earn loads more money, and the magazine may still be brought back depending on market conditions. Maybe.



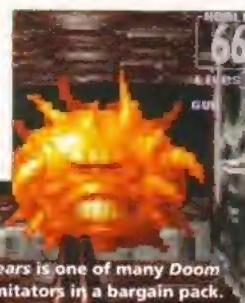
Cornucopia of Doom

SadeNESS PD are offering *Amiga Format* readers a cut-price collection of Amiga PD *Doom* clones.

Spread over ten disks, the pack includes *Fears 2* (playable demo), *Dogenstein*, *Trick or Treat*, the original version of *Fears*, *Dentects* and several undefined 'others'.

Also included are two free SadeNESS catalogue disks. The complete pack costs £7.

For more information, telephone 01263 722169.



Fears is one of many *Doom* imitators in a bargain pack.

New TV channel in Amiga mayhem

Amiga users could be the cause of an almighty mess which threatens the new terrestrial TV broadcast station, Channel 5.

Owing to a phenomenon known as "reverse interference", the airwaves could be filled with rogue broadcasts of Amiga screen displays, spoiling viewers' reception of the new TV channel.

Since C5 is scheduled to transmit on channel 37, broadcasters are already well aware of the problem of having to retune domestic video equipment to other frequencies. This exercise alone is expected to cost at least £100 million.

Applicants for the Channel 5 licence have been told by the Independent Television Commission that the franchise-winner must pay for this retuning exercise or it won't get the right to broadcast. But no-one seems to have foreseen the potential chaos that reverse interference may cause.

Reverse interference is likely to be caused by video game and home computer systems such as the Amiga. Many owners use their domestic television set as the display for their system, and to avoid constant plugging and unplugging of the aerial leads from the back of the television, a splitter is commonly used.

Splitters pass signals in both directions - so not only does the signal from the computer system pass into the television set, it also travels up to the outdoor aerial and actually transmits from there.

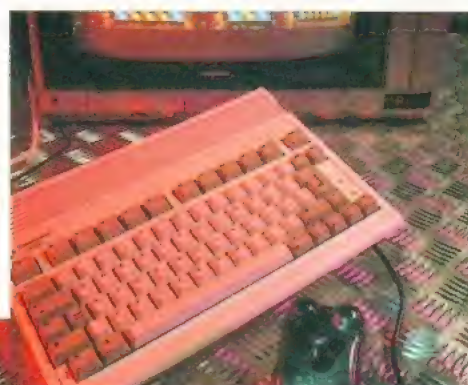


When new TV station Channel 5 starts broadcasting, anyone who tunes in could find themselves picking up an Amiga signal.

The effect of this has been more or less inconsequential in the past, due to the different frequencies used for broadcast, but Channel 5's channel 37 frequency allocation means that rooftop aerials will now start receiving these 'rogue' computer signals. Tests conducted independently have shown that these transmissions can carry for hundreds of metres.

Affected viewers will have no choice but to locate the guilty transmitter and request the culprit to disconnect their splitter, a hapless task at best.

The favourites to win the Channel 5 licence, UKTV Developments, have already promised that they will attempt to cure the problem if it arises, but they have not said how they will do so. Expect it to cost someone a lot of money.



Imagine tuning in for the soap opera, only to see your neighbour's game of Streetfighter.

niblets

GOLDEN MOUSE

The Mega Mouse Plus from Golden Image boasts 400 dpi resolution, eight feet of cable and a third "active" button for users of the following packages to make use of extra features: Directory Opus, CanDo, WordPerfect, TV Paint, Desktop Darkroom and MMB or MMN Pro.

It costs £18.95. Get Golden on 0181 900 9291.

Z85 AMIGA LINK

Want to link a Z88 to an Amiga? You now can, for only £25. Sector Software's link has software and a cable to send ASCII 0-255 data to the Amiga and back. It's packaged in a video style case: for more information contact Sector Software on 01772 454328.

...goodbye, hello!

In a shock move, production editor Richard Jones has kicked off from the Amiga Format office to join Future's newest launch, *Total Football*.

Despite the handicap of supporting Bristol Rovers, Jonah excelled as the man who put all the words straight on Amiga Format. Much like program sellers and pie ladies in the footballing world, production editors are the unsung heroes of a magazine. Rich was one of the best pie ladies ever seen and we would like to wish him well in his new job. He will be badly missed (surely that should be 'sadly missed' - Ed).

We would like to welcome new prod ed Anna Grenstam, of Swedish origin, who joins us from our sister magazine *Amiga Shopper*. A fervent concert attendee and football supporter, Anna suggested that England didn't deserve a draw in the recent Umbro Cup



made them look like the crap bunch of duffers they really are. Or words to that effect. We found no reason to disagree.

More Amiga news overleaf →

DREDD JUDGED

HAS HOLLYWOOD RUINED JUDGE DREDD?

FIND OUT IN ISSUE 2 OF SFX, THE SCIENCE FICTION MAGAZINE



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Films, TV, Books, Comics, Video, Models and more...

The Bradford Column



Amid all the hype, hope and euphoria of the Escom takeover, a lot of well-respected commentators seem to be ignoring one teeny-weeny detail: the world has moved on somewhat since the Commodore crash, and it's not going to be easy for the Amiga to re-establish itself.

Looking back a mere twelve months, the Amiga's contemporaries and competitors were the Nintendo SNES, Sega MegaDrive/MegaCD, the PC-compatible and the Atari Falcon. All have since fallen by the wayside, with the sole exception of the PC, and some machines have actually come and gone in the intervening period. Anyone want to buy a Multi-Mega? 32X for sale, no reasonable offer refused.

When it returns and finds itself among the class of '95, the Amiga will have to compete with the likes of the Sony PlayStation, Sega Saturn, Atari Jaguar and 3D0, as well as the good old PC in its most dangerous incarnation, the CD-ROM multimedia system. This is a far more formidable line-up than just a year ago. Or is it?

What have all these fancy machines got in common? They're all useless. Unless, of course, you really want to play endless driving and fighting games, or (in the PC's case) participate in 'interactive movies' and bring home a nice, entertaining spreadsheet/database processor to tinker with on the weekend.

The games industry is crying out for fresh ideas from a new generation of games-designing talent...

The Amiga is still the only machine you can actually create something yourself with (and yes, I have heard of *Klik & Play*) armed with nothing more than a copy of *Blitz Basic* or even *AMOS*. And it is this which gives the Amiga its USP.

I would dearly like to believe that Escom are, as we speak, involved in negotiations to include either package with their next bundle and are storyboarding lavish advertisements extolling the virtues of the 'Amiga Creator' pack. Because this industry is crying out for new ideas from a fresh generation of games-designing talent, and they're not going to come from the owners of any other machine.

This might sound like a last-ditch attempt to find the Amiga a market niche. But it's important to remember why the Amiga was always so strong: it was because as well as playing the latest and best games, the Amiga owner could do things and make things. The Amiga remains a superb, cheap way of creating graphics or making music, and it still outperforms computers like the PC and Mac in fields like graphics and music – yes, even sophisticated stuff like 3D and video – in terms of performance for price. With the Amiga, you can afford to have 3D graphics as a hobby.

More importantly, though, the games market will certainly be starved of talent without new programmers coming through and learning their trade on the Amiga. If a certain Dave Jones hadn't taken a 1Mb A500 and programmed himself a shoot-em-up called *Menace*, we wouldn't today have *Lemmings*. Think about it.

Contact Dale Bradford by fax on 01633 896087.

The opinions expressed in The Bradford Column are only occasionally those of *Amiga Format*.



You can explore the tiniest details of human biology, right down to the workings of individual cells, in an exciting new interactive exhibition currently showing at London's Natural History Museum.



Interact with

The Natural History Museum is playing host to an exciting interactive art exhibition until Wednesday 28th August.

Hailed as a 'ground breaking' interactive video and computer installation on the theme of evolution, and supported by AT&T, the event offers an imaginative combination of science and art.

The most innovative element is a specially developed 'intelligent' camera which selects individual visitors, tracks their movements around the gallery and enables them to precipitate changes in

their immediate visual environment; a major development on the more usual touch-screen and button-pushing displays.

Aside from intelligent cameras, visitors will be able to take in real-time microscope shots of living ecosystems as well as time-lapse and morphing sequences. Amiga graphic artists should find plenty to stimulate them here.

There will also be video, photographic and computer-generated material illustrating current and historical thinking on genetics and biological evolution – from Darwinian theories of natural

Nick Sworded



Stunned AF staff witnessed scenes of joy today (12/6/95) as a dream came true for editor Nick Veitch. Nick's blatant begging in print for someone,

somewhere to send a copy of *Sword of Aragon* as soon as humanly possible was rewarded when Angelo Masuccio of Cambs responded by mailing *Sword of Aragon to Amiga Format* as soon as humanly possible.

The delighted Nick jumped up and down and said, "Yes, yes, yes, I've got it, I don't believe it but I've got it." Unaware of the derision he was cultivating, he showed the rest of the office the contents of the box – "Look, it's got the disk and the map and the rules and everything." Our profound thanks to Angelo. He wins a fabulously fantastic AF sweatshirt and unspecified 'special' present from Nick.

INTELLIGENT AMIGAS

The University of Suffolk's Information Technology Institute has developed a tool for building knowledge-based systems on the Amiga.

Known as KBT Tools, it allows knowledge engineers to construct large inference nets representing expert knowledge, and run them as question and answer sessions. It also has a facility for generating complex reports and other documents.

Hailed as a low cognitive effort knowledge visualisation tool, with the 'low cognitive effort' area being one of the prime factors in the design, the system runs on any Amiga with Workbench 2.0 or better and 2Mb Chip Ram minimum.

Developed on Amiga 3000/4000s and written in C, it will feature (along with an explanation of what all of the above actually means) in a future issue of *Amiga Format*.



The floppy revolution

A consortium of manufacturers are convinced they've found the way to boost the flagging popularity of the floppy disk.

Matsushita-Kotobuki, 3M and Compaq have pooled resources to develop an amazing leap forward in floppy disk technology and have now revealed their plans to market and sell 120Mb floppy disks and compatible disk drives.

Offering an increase in storage to over 135 times the amount offered by a standard Amiga disk, the storage-happy floppy could rapidly revolutionise the computing practice of the average Amiga user and help secure the Amiga's future.

An aggressive marketing and pricing strategy is being adopted by all three



companies and they intend to make purchase of said equipment "Very attractive and extremely cost-effective for all users."

The CD-ROM you can save data to

Panasonic's new PD System Optical drive is being aimed squarely at Amiga multimedia, *Lightwave* and CD-ROM developers as an inexpensive solution for mass storage.

The drive is a hybrid of a quad-speed CD-ROM and an optical read/write system. CD-ROMs can be read at speeds up to 600k per second, but alternatively, a

read/write cartridge offering storage of up to 650Mb can be used. Cartridges cost just under £50.

Offering phenomenal amounts of storage for its £570 price, this drive could soon find its way into multitudes of Amiga-based graphic studios.

For more information, contact Panasonic on 0181 909 2092.

nature

selection to the latest developments in the rapidly expanding field of artificial life.

Although no Amigas have been used for the exhibition, the techniques should still be of interest to aspiring multimedia and graphic artists alike.

Admission is £5.50 adults, £2.80 children, £3.00 concessions, and a Family Ticket costs £15 (two adults, four children), with children under 5 admitted free. The exhibition runs to 28th August and the Natural History Museum opens its doors Monday-Saturday 10.30am - 5.50pm, Sunday 11.00am - 5.50pm.

Help the government with identity cards

On 24th May 1995 the Government published its Green Paper on ID cards. Sophisticated, computer-literate AF readers will be more aware than most of the potential benefits and dangers

that lie in machine-readable identity cards, and Data Protection Registrar Elizabeth France welcomes your input in the debate that follows the Green Paper. The basic questions are: what is the purpose of the identity card, and what should it be used for? "It is the answer to this that will determine how much information is needed, how it should be kept accurate and how it should be safeguarded."

If you want your say, there is a free information pack with a response form that lets recipients send their comments. To get hold of a pack, send a large (9" by 13") self addressed envelope, with a 29p stamp to: The Data Protection Registrar, IDENTITY CARDS, Wycliffe, Water Lane, Wilmslow, Cheshire SK9 5AF.

MOUSE BACK!

Changes in 'market conditions' have brought about the re-release of two interesting items from Golden Image. Back come the Mega Mouse 400, a previous AF Gold winner, now £2 off at £12.95, and the Auto Mouse/Joystick Switch, designed to save gamers the drudgery of constant plugging and unplugging of a joystick from the mouse port, and costing £12.95. For details telephone 0181 900 9291.

Top software sales

According to industry trade magazine CTW, *Ultimate Soccer Manager* on the Amiga has been among the top sellers of all software games titles in the UK market this month.

Another top performer in the All Formats league is *Premier Manager 3*. Roll on the new Amigas, we say.



If you manage your own footie team, you're helping keep the Amiga on top. Smashing!

more news overleaf ➡

niblets

CHEAP AND USEFUL

Videoworld have reduced the price of their highly acclaimed Nexus Pro Reference Library CD-ROM.

The disc is a large collection of backgrounds, fonts and samples and has been reduced from the £49.99 to a more affordable £19.99.

Information surfers should point their telephone at 0141 641 1142.

SHOW ON FOR TAMWORTH

A multi-format computer show is to be held at the Tamworth Assembly Rooms in Tamworth.

Pre-show tickets are available for £1. Entrance will cost £1.50 on the day with all ticket sales profits being donated to cancer research.

Advance tickets can be bought before August 1st at Ticket Allocation, 8 Healey, Lakeside, Tamworth, Staffs B77 2RF.

COMPUTER MUSIC IN CARDIFF

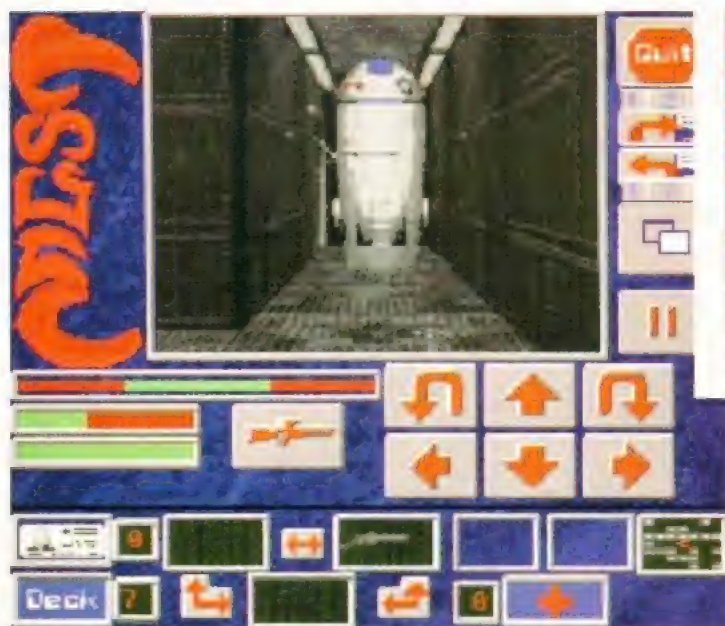
Aspiring Cardiff area musos - beginners too - should contact Midi Master, a new computer-oriented recording studio.

Aiming to attain currently unavailable NVQ training standards, Midi Master use Amigas and Atari running *Music-X* (Coverdisk musicians take note) and *Cubase* software.

Founder Matt Jenkins enthused "The reason I've chosen computers is you don't have to be musically talented to get involved, you just need the ideas and a love of music."

Play your phone keyboard to the tune of 01222 284463 to find out more.

Some ATTITUDE



Could we properly review *Angst* without going past level three? Of course not, but as shown here, we could skip a bug in the game by loading saved levels.

This month witnessed the implied charges of reviewing inaccuracy and reviewing untrustworthiness being levelled at *Amiga Format* by sister magazine *Amiga Power*.

Power 51 carried a story entitled 'Scared of Girls' claiming that due to a bug in *Dungeon Master* in space game *Angst*, "a monster on level three won't die, efficiently impeding your egress from that deck of the spaceship."

Based on this information, the story 'invited' *AF* readers to ask how any magazine review written before the date of *AP* 51 "could accurately tell you about the game after seeing but two and a half of its seventeen levels."

Though it's hardly worth the bother, *AF* would like to answer the charge for your peace of mind. Canadian programmers Rave left us with three saved games giving access to the later levels and decks



of the ship, allowing us to fairly and accurately review the game.

AF would remind *Amiga Power* that checking and substantiation of facts is a basic principle of journalism. Reckless reporting is irresponsible and inexcusable. Plus, you tend to end up looking a bit stupid. We invite readers of *Amiga Power*, who frequently state within their pages "we are always right", to ponder the legitimacy of this claim.

JURASSIC PRICE REDUCTION

Optonica have more than halved the price of their *Dinosaurs* CD32-compatible Amiga CD-ROM. Originally £39.99, *Dinosaurs* is now £19.95 inc of vat and p&p. Call: 01455 558282.

No Skidmarks link for Sega MegaDrive

In a move guaranteed to disappoint thousands of joint Amiga and Sega MegaDrive owners, Codemasters have axed all speculation on the existence of *Super Skidmarks* link technology to connect the two machines for multi-player fun.

Despite development director Richard Darling's assertion that linking the Amiga to the Megadrive was an "excellent idea", and Codemaster's reluctance to confirm or deny any of its future development plans, *AF* can categorically confirm that the cross-machine link will not happen.

Further disappointment occurred with the announcement that the Amiga version of *Micro Machines 2* is currently "on hold." When questioned, Codemasters marketing director, Richard Eddy, said, "We are watching the market very closely."



Skidmarks - no head-to-head play against Sega MegaDrive owners, sadly.

It's an Upgrade and Under

Owners of Audiogenic's original *World Class Rugby* can now upgrade to *World Class Rugby 95* (Format 73, 64%).

Priced at £9.99 plus £1.25 p&p, the upgrade features the teams that made it to the 1995 World Cup Finals and the ability to enter customised team names.

Proof of purchase of the original is needed either by sending the bar code or quoting the 13-digit bar code number.

Send your cheque to: Audiogenic Software Limited, Rugby 95 Offer, Unit 27, Christchurch Industrial Centre, Wealdstone, Harrow HA3 8NT.



Virgin Chooses Amiga To Lead The Way



Player Manager 2 on the Amiga will be the focus of Virgin's efforts, proving that they believe the Amiga's future to be looking good.

Virgin's decision to lead their release schedule with the Amiga version of Anco's anxiously awaited *Player Manager 2* has left the industry and public in no doubt about the new-found confidence in the machine since the buy-out of Commodore by German company Escom.

Expecting a smash, no expense has been spared in the marketing support and promotion of the game.

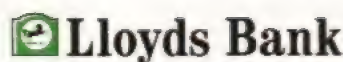
Point-of-sale posters, standees and full-scale advertising in the specialist press and football magazines have all contributed to the hype and general awareness of the release.

Danielle Woodyatt, Public Relations Manager of Virgin Interactive Entertainment, explained the reason why the Amiga was chosen to lead the release schedule: "The Amiga has proven to us that if you have a quality double A product to offer, the installed user base will reward you. Look at the success of *Sensible World of Soccer*."

the late night kebab provider



The CASHPOINT CARD. Where would we be without it? Probably walking home through the pouring rain, kebabless, on a Saturday night. That's where. But don't sweat. The LLOYDS BANK HEADWAY ACCOUNT comes with a Cashpoint card. And plenty more goodies besides. Such as a free game of tenpin bowling, including admission and shoe hire. And a pack stuffed with discount vouchers, special offers and the chance to win a MARIN PALISADES TRAIL BIKE or BAUER IN-LINE SKATES.* If you're aged 11-18 and want to find out more FREEPHONE 0800 887 888, fill in the FREEPOST coupon below or pop into your local branch.



Please use BLOCK CAPITALS name: date of birth: phone no:

address: postcode: HAM

The Headway Account is for 11-18year olds still at School.

Please send to: Lloyds Bank Plc, Freepost CV2870, Stratford-upon-Avon, Warwickshire, CV37 9BR

*Competition prizes limited availability until 30 September 1998. Further winning prizes available to competitors after that date. All prizes must be claimed before 31 October 1998. Winner is a registered customer of Lloyds Bank Plc. Coupon is a trademark of Lloyds Bank Plc. Lloyds Bank Plc is a member of the Banking Group and is subject to the Code of Banking Practice. Lloyds Bank Plc, 15, Abchurch Lane, London EC4N 3DF.



Double Dealing from HiSoft!

Exclusive Hot News

Following a lengthy investigation, we have discovered irrefutable evidence that Amiga publisher HiSoft is engaged in double-dealing. Although the company is known for top-selling titles such as Devpac 3, Megalosound and Squirrel SCSI, it now seems that HiSoft is prepared to offer a number of these professional packages bundled together at prices that can only be described as suspicious.

Our reporter gained an exclusive interview with David Link, of HiSoft, who made this outrageous claim: "We have been supporting the Amiga community for 10 years now with a range of software and hardware packages. As a thank you to all the loyal supporters of this amazing computer, we decided to make some very special 'birthday' offers to readers of this magazine." Double-talk? We'll leave you, the reader, to judge ...

Termite

88% Amiga Computing
95% AUI 88% CU Amiga

Afraid of becoming a hedgehog on the Information Super Highway? Don't worry! Termite is so easy to use that even a first time telecommunicator will feel at home. Yet it has all of the power and flexibility to satisfy the most seasoned modem warrior!

Termite is designed to take full advantage of all of the newest features of Workbench 2TM and beyond. It is 100% Amiga Style Guide compliant and provides you with all of the modern user interface features to really enjoy playing in the highway!



the Termite Button Bar

DoubleDeal

£39.95 + P&P
inc CIX joining
fee worth £25!



12/16 bit PCMCIA
Sound Sampler
96% Amiga Shopper
90% AUI

The latest of our highly acclaimed sound samplers for the A600/A1200, Aura offers high performance 12/16 bit quality with direct-to-disk sampling plus a host of software features. Octamed 5.04 up compatible.

Aura is perfect as a stand-alone effects unit or as a complete sampling package.

ProMIDI Interface



DoubleDeal

£89.95 + P&P
Aura & ProMidi
Save £34.95!

The ideal MIDI interface for all Amigas, this smart-looking device comes with MIDI in, MIDI thru and two MIDI out ports and is complete with manual, software and a flying cable for convenient positioning.



Devpac 3 Amiga

Professional game development is made easy with the new GameSmith Development System. Over 3 years in the making, GDS gives you the low level power to create the masterpiece of your dreams in a single, comprehensive, easy to use system.

GameSmith fully supports and is compatible with all Amigas including AGA. A C Compiler or 680x0 Assembler is required. From shoot-'em-ups to graphic adventures, from intergalactic conquest to strategic simulation, the GameSmith Development System is the perfect solution.

90% AUI 92% CU Amiga

The professional's choice for Amiga assembly language development, Devpac 3 is a complete package of 68000-68040 assembler, debugger, editor and linker. Ideal for beginner and expert alike, Devpac 3 is the perfect companion for Gamesmith.

DoubleDeal

£129.95 + P&P
Devpac 3.14 &
Gamesmith. Save £50!

Twist 2

The Amiga Database

DoubleDeal

£94.95 + P&P
Twist 2 & Maxon Magic
Save £34.95!

Twist 2 is the new, friendly, relational database for all Amigas. Twist's range of power features such as its integrated forms designer, its varied & multi-level querying, its N:1 1:N & N:M relations coupled with its un-cluttered, well-designed user interface make it ideal for both the first-time and the seasoned database user.

Maxon Magic



This is the utility that you simply must own! Maxon Magic is a fantastic combination of 20 different animated screen savers, a system event sound manager and many amusing sampled sounds that will not only be incredibly useful but will give you and your friends endless enjoyment as well.

Squirrel Storage Systems



Amiga Format 93% CU Amiga 94% Amiga Shopper 95%

As you can see, the Amiga press has gone nuts over our new Squirrel SCSI interface for the A600/A1200. In case you've missed these reviews, the Squirrel SCSI is a plug-and-play add-on that allows you to connect up to 7 SCSI peripherals to your Amiga. Just think of it, CD-ROM, Hard drive, Scanner, DAT, Optical, SyQuest, Tape Streamer - all on line at the same time! No wonder we named it after that famous storage-hungry animal! To go with Squirrel, we have some great value devices...

Squirrel SCSI Devices

730Mb SCSI Hard Drive

Fast (11ms access) Quantum drive - internal

£259
+ P&P

Aiwa 2-speed CD-ROM

Super-smart with audio controls - external only

£189
+ P&P

SquirrelQuad CD-ROM

Super-fast quad-speed, packed with features - internal

£199
+ P&P

DoubleDeal

Buy a Squirrel SCSI interface with any CD or HD drive for only £50! Buy 2 drives, save £25!

Add £60 for external versions (case with integral PSU and all SCSI connections) where appropriate. Squirrel SCSI interface costs £69.95 by itself.

Order Hotline

0500 223660

To order any of the special DoubleDeals shown on this page (or any other HiSoft product, see the list opposite) - just call us, free of charge, on **0500 223660**, armed with your credit or debit card; we will normally despatch within 4 working days (£4 P&P) or, for only £6, by guaranteed next day delivery (for goods in stock). Alternatively, you can send us a cheque or postal orders. All prices include VAT. Export orders: call or fax to confirm pricing and postage costs.
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All prices include UK VAT

HiSoft

SYSTEMS

The Old School, Greenfield
Bedford MK45 5DE UK

Tel: +44 (0) 1525 718181

Fax: +44 (0) 1525 713716



HiSoft products for your Amiga:

Here is a list of HiSoft titles for the Amiga computers (prices shown are the individual RRP's): Squirrel SCSI interface - £69.95, Squirrel Storage Systems - please call, Aura 12/16 bit sampler - £99.95, Megalosound 8 bit sampler - £34.95, ProMidi interface - £24.95, HiSoft Devpac 3.14 - £79.95, HiSoft BASIC 2 - £79.95, HighSpeed Pascal - £99.95, Gamesmith - £99.95, Termite - £39.95, Twist 2 database - £99.95, Maxon Magic - £29.95, Upper Disk Tools - £14.95, Vistalite inc MakePath/TerraForm - £39.95 and much more. **Coming soon: DiskMagic (disk tools) and Cinema4D.**

No problem!

A problem shared is a problem solved – at least, it is when you talk to the helpful experts at *Amiga Format*

If there is one part of the magazine that generates more mail than anything else it is Workbench. Every month, we pick the most interesting or most common problems and answer them in the magazine.

But no matter how many problems we manage to solve every month, there are hundreds which we simply don't have space for. Hopefully this special feature will go some way towards redressing the balance.

Over the following pages you will find answers to all the commonest questions, as well as many interesting technical facts and step by step, illustrated instructions for difficult procedures.

To make it even easier we've grouped the answers by topic, so you will be able to find particular problems quickly and easily.

Starts overleaf ➔



AMIGADOS

Q. Why is AmigaDOS so slow?

A. AmigaDOS can certainly seem slow on an Amiga that isn't fitted with a hard drive. This is because many AmigaDOS commands are stored on disk and when executed they must be loaded from disk.

You can speed it up by copying the commands you use a lot to RAM disk, or by making them resident (see the 'Did you know...' panel on the right). Amiga floppy disks also appear to work more slowly than disk drives on other computers: this can be improved slightly by using the 'Fast File System' and 'Directory Caching' options available with Workbench 3 and better.

For hardware reasons, the high density drives present on the Amiga 4000 work at half the speed of HD floppy drives on PCs.

Q. Why do I need to keep replacing the Workbench floppy?

A. When you boot from your Workbench disk, various pointers are set up to show the Amiga where to find vital information stored on the disk - information like fonts, libraries and commands. When you remove the Workbench disk, insert a program disk and load a program, as long as the application is running it needs access to the libraries on the boot disk, so you will frequently be requested to insert the Workbench disk. Once the necessary information has loaded you are usually asked to insert the program disk again.

One solution is to buy an external disk drive so you can keep your Workbench disk and Application disk present at all times. A hard drive is an even better solution. Alternatively, you can try and make room on a copy of your boot disk and copy the Application program on to it. This should cut down swapping.

Q. What is ARexx?

A. ARexx stands for "Amiga Rexx", which is a programming language included as standard with all Amigas fitted with Workbench 2.04 and upwards. Many application programs have what is called an "ARexx port" which means they are capable of reacting to commands made by an ARexx program or 'script'.

DID YOU KNOW...

...that AmigaDOS has several commands built into the Kickstart ROM? You can see which ones are present by entering "resident" at an Shell window.

You can make your own commands temporarily resident (their status is lost when you reboot) by using their name with the "resident" keyword. However, with Workbench 3 all the useful commands are already resident, and the remaining ones need to be forced to become "pure" because they are not one hundred percent reliable at multitasking when made resident. But you usually won't experience

problems, so try:

resident c:ist pure

You can check your command has been added by entering "resident" by itself again, and you will also get a list of the number of times each command was executed - which could be useful if you want to remove commands which are not being used.

For example, if an image processing has an ARexx port, you could write an ARexx script to image process an entire batch of pictures automatically. In this role of automating a process, ARexx is described as a 'macro language'.

ARexx can also link two or more separate programs. For example, an image processing program might use ARexx to communicate with the driver software of a graphics card, as well as the software controlling a video digitiser. With one ARexx command, the image processor could grab a frame of video, process it and then display it on the graphics card.

Q. How can I find out more about ARexx?

A. Find someone with an A4000 and borrow the manual that came with their machine. Alternatively, buy the Abacus book "Using ARexx on the Amiga" or "ARexx: Your Amiga's Built-in Turbocharger" from AF mail order.

CDs are a useful and welcome addition to any Amiga, but not without their problems - as we know only too well.



CD-ROM

Q. How can I connect a CD-ROM drive to my Amiga?

A. Currently the easiest way is to buy a SCSI interface for your model of Amiga, and then buy a SCSI CD-ROM drive. For example, if you have an A1200 you should get a Squirrel interface. If you have a big box Amiga like an A2000 or A4000 you will have to buy either a dedicated slot-in SCSI card or a processor accelerator which includes a SCSI interface as a bonus. The A3000 has a SCSI interface as standard.

Any CD-ROM drive with a SCSI port can then be connected: internally on a big box Amiga, or externally with an A1200. If fitted externally you will need to sort out a case and power supply. Many companies (HiSoft for example) bundle the Squirrel interface with a drive in one ready-to-go package. Non-SCSI drives can also be used: the A1200 can use the Overdrive system, and big box Amigas can use certain makes of drive with the Tandem controller card.

Although the A600, A1200 and A4000 have IDE interfaces as standard, the Amiga cannot at present make use of the IDE CD-ROM drives common in PCs.

Q. What's a File System?

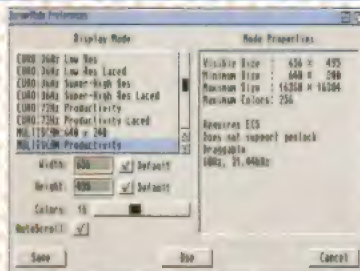
A. As well as physically connecting the CD-ROM drive to your computer, you will need special software in order to be able to read CD-ROM discs, which are written in a standard format called ISO 9660.

The software will be supplied if you buy a Squirrel interface, but you can source your own instead: one of the best is AmiCDROM v1.15, available from Aminet.

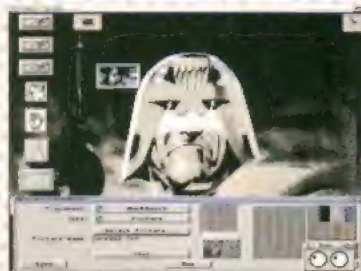
Q. WHY DOES MY WORKBENCH PATTERN APPEAR CORRUPTED?



1. For the best results, you will need to match the number of colours used in the image with the number of available colours on the Workbench display. Load the image into a paint package to see how many colours are used and reduce the colours if necessary: 16 is a good limit.



2. Use the Prefs program "Screenmode" to see how many colours the Workbench uses. Alter the number up or down. If you using a 16 colour image, you will need a Workbench that has 16 (or more) colours. You shouldn't need to alter any other screen mode settings.



3. Use the Prefs program "WBPattern". If you get the number of colours wrong, the Workbench display could look like this: there aren't enough Workbench pens to display all the colours in the image.



4. When you get the settings right, the Workbench will have the image displayed in the background. You may need to alter the colour of the fonts used so that you can read them on top of your image.

Q. Can I use PC CD-ROMs?

A. Any CD-ROMs which are stored in ISO-9660 format can be read on the Amiga. It is also possible to read data stored on Mac CD-ROMs. However, being able to read data is not the same as being able to use it: for example, you will be able to load and display text files and pictures from a PC CD-ROM, but you will not be able to load and play games.

Q. How can I play audio CDs on my CD-ROM drive?

A. If your CD-ROM drive has suitable stop/start buttons on the front panel you can simply pop in a normal music CD and press Play. Most drives have a headphone socket, and all have an audio output at the back – if you use the right connectors, this can be connected to a hi-fi. If your CD drive is fitted inside an A4000, there is a set of jumpers on the motherboard for mixing CD audio with the Amiga's own sound.

If your drive doesn't have play buttons, or you want more control, there are many programs available which will allow you to create your own jukebox. Some will even remember album and track names for you. Look out for programs such as *YACDP*, *CDP* and *JukeBox* (all from Aminet).

Q. How can I take audio from CD-ROMs and play it from my Amiga?

A. Some CD-ROM drives are capable of sending audio data via the SCSI interface. This means that instead of playing the music as normal CD sound, the raw digital data is sent to the Amiga.

Several programs are available which will accept this data and reassemble it into sound which then appears out of the Amiga's standard connectors. It is also possible to capture this sound and save it as a normal (but very high-quality) IFF sample. However, you need a drive which supports the CD-DA (CD Digital Audio) standard and not many do.

Toshiba, Plexor and Sony are three makes that do support CD-DA, but check before you buy if this is important to you. Suitable programs to look out for include: *14BitCDPlayer*, *CDPlayer* and *Interplay* (all from Aminet).

DID YOU KNOW...

...the Amiga can emulate a PC, an Apple Mac, a Sinclair Spectrum, a ZX80, an Amstrad CPC, an MSX and a Commodore 64: but no-one has ever been able to write an Amiga emulator for a rival computer.

Part of the problem for Amiga wannabees is the custom chip set, which is too powerful to be

emulated in software. Escom themselves may produce an Amiga hardware emulator for the PC, but it will be some way off.



Hard drives are a common cause of woe, mainly because of the number of options available and the number of old games which don't support them.

HARD DRIVES

Q. How can I add a hard drive?

A. The A600, A1200 and A4000 all have IDE interfaces as standard. The A600 and A1200 can have 2.5-inch IDE hard drives fitted internally (do it yourself or ask a dealer). The A4000 comes with one 3.5-inch drive, and has space for another.

If you have another Amiga, you will need to buy an interface as well as the hard drive: A500s and A2000s need SCSI interfaces (although IDE interfaces are also available). The A3000 comes complete with inbuilt SCSI interface and drive.

Q. Why should I want to?

A. Unless you use the Amiga as nothing more than a games console, adding a hard drive to an Amiga is the single biggest improvement you can make.

A hard drive will store your complete Workbench set-up, and most of your programs and files. Because it is so much faster it will boot in thirty seconds. It also makes all kinds of customising possible, and banishes disk swapping forever.

Q. Can I use 3.5-inch drives on an A1200?

A. Yes, but you are not really supposed to. The smaller 2.5-inch drives fit neatly inside and get all their power and data signals through one tidy cable. Larger 3.5-inch drives require changes to be made inside the case, and some extra wiring.

It's not for the faint hearted, although the fact that 3.5" drives now cost as little as £100 for 420Mb is enough to tempt a lot of people. It is recommended that you contact a reliable dealer for more details – and information on where to get the necessary parts. Try Eyeteck on 01642 713.

Q. Which is better, SCSI or IDE?

A. Depends. IDE drives are usually cheaper and less hassle. However, only two can be fitted at once to an Amiga (unless an extra expansion card is fitted to the big box systems) and they are usually slightly slower than SCSI.

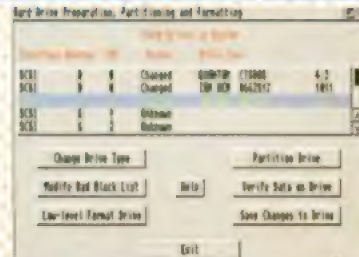
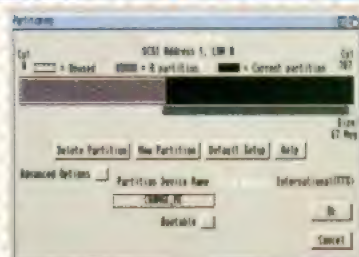
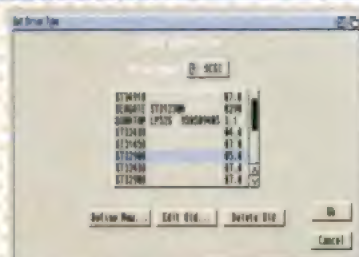
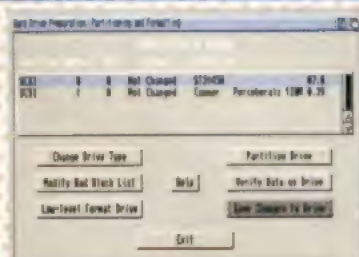
SCSI drives, especially modern SCSI2 drives, are about as fast as you can get, and up to six can be fitted at once. Also, a SCSI interface can be used to connect to other peripherals such as optical drives and DAT tape drives. SCSI drives are available in larger sizes than IDE drives (9Gb SCSI drives are available if you have the money).

Q. Should I re-format a hard drive?

A. You can format a hard disk just like an AmigaDOS floppy drive from Workbench. Use "Fast File System" if possible. QUICK should suffice. However, you shouldn't perform a "low level" format from within a special hard drive set-up program on an IDE drive (on an A600, A1200 or A4000). They work differently from SCSI drives, and a low level format can damage an IDE drive permanently.

Continued overleaf →

Q. HOW DO I ADD A PARTITION TO A HARD DRIVE?



1. Unless you are using a brand new drive which hasn't had anything stored on it, back up all the data to floppies. Resizing or deleting a partition will destroy all the data on the drive. You will need the program *HDToolbox* (or similar) which should have been supplied with your drive.

2. Select the drive from the list. If the drive type is not recognised, use the "Change Drive Type" option and select a new type from a list or use "Define New..." if using IDE drives set the XT / SCSI selector to SCSI. If using "Define new..." it is easiest to select "Read Configuration".

3. Return to the main screen and select Partition Drive. Click on the "New Partition" button, and in the long rectangle which represents the hard drive. You can drag the markers to adjust the size of the partitions. Set the partition name to something like "HD1" or "DH1".

4. You will then need to select "Save changes to drive". The Amiga may reboot at this point. When it re-loads Workbench, you will need to format the partition. Open an AmigaDOS shell and enter: format drive HD0: (or whatever you called the partition) name "Whatever" FFS QUICK.

Q. What are partitions?

A. A single hard drive can be set up to act as two or more separate drives. Each partition will have its own icon, settings and even filing system. A partition is created from within the hard disk set-up program (usually something like *HDToolBox*) and each is formatted separately. The advantages of having more than one partition include speed, convenience and reliability.

Q. What happens when I get an "Invalid bitmap" error?

A. This could happen if a program has crashed while writing to a file on the disk, or you accidentally switch the Amiga off in the middle of doing something.

You have two choices: copy as much data as you can to another partition or a pile of floppy disks, and then – from the Workbench – reformat the drive. Just a QUICK format will usually do the job.

If you don't want to copy everything, commercial programs such as *AmiBack Tools* and *Quarterback Tools* are available to repair the damage in situ. However, backing up regularly is always a good idea.

Q. What is optimization?

A. After a time, all the files on a hard disk (or a floppy disk) get out of order. So when a file is loaded, the disk heads need to move back and forward over the disk many times, and so data reads slow down. Sorting the files back into locations next to one another can speed things up again.

DID YOU KNOW...

...to create a video effect similar to the weather forecast, you will need no more than a genlock. The genlock enables Amiga graphics to be superimposed over 'live' video and is therefore suitable for providing subtitles.

Getting video to appear over the top of Amiga graphics is a lot more tricky, and requires an extra piece of hardware called a Chromakey. This strips out

a single colour in the live video signal and replaces it with the Amiga display: so if you stand in front of a bright blue background, the blue can be tuned out to let the *Deluxe Paint* image underneath show through.



The simplest way to optimize a disk is copy all the files off, and then copy them back. With a large hard drive this is very inconvenient, so programs are available to perform the optimization with all the files still in place (*ReOrg*, *AmiBack* or *Quarterback* for example). However, this can be risky: if something happens in the middle of the optimization all data will be lost, so it is a good idea to make a back-up anyway.

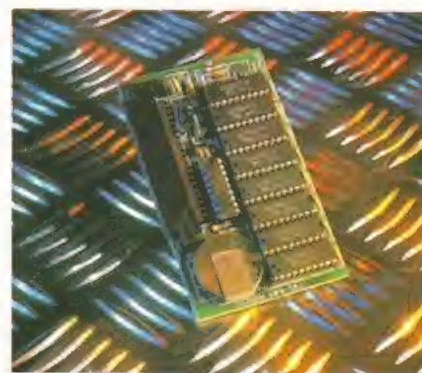
Q. How often should I back up my disk?

A. As often as possible. There are many programs to make the process easier. The clever ones only back up changes made since the last back-up, so if you back up on a weekly basis you won't need a mountain of disks. Check out *DiskSalve3* from Almathera on 0181 687 0040.

MEMORY

Q. How can I add more memory?

A. On an A600 or A1200, you can either add a PCMCIA memory card to the slot on the side, or a small board to the trapdoor



You can never have enough memory – but where to put it and what sort to get?

under the keyboard. Adding memory via the PCMCIA slot isn't always a great idea as it is both expensive and relatively slow. A4000 owners can add SIMMs to the motherboard or to other slot-in cards or to processor accelerators. A1200 owners also have the extra option of adding memory at the same time as a faster processor.

Q. Why is some memory faster?

A. The Amiga has Chip memory and Fast memory. The CPU shares Chip memory with the graphics and sound hardware, and since only one device can read and write to memory at one time, Chip memory slows down program execution. Fast memory isn't shared, so programs stored there run a lot faster. The A1200 comes with 2Mb of Chip memory as standard. If you add more to the trapdoor, where by design it is classed Fast memory, you immediately speed up your Amiga.

Q. Are SIMMs not just RAM chips?

A. SIMMs are "Single In-line Memory Modules" and consist of RAM chips soldered on to neat boards. The boards are easier to fit and remove than ordinary

FLOPPY DRIVES

Q. Can I add a high-density disk drive to an Amiga?

A. Not easily. There are various DIY hacks around to add these larger capacity PC-style drives to Amigas, but they rarely work. If you really, really need a larger drive, buy one of the Power Computing (01234 273000) models.

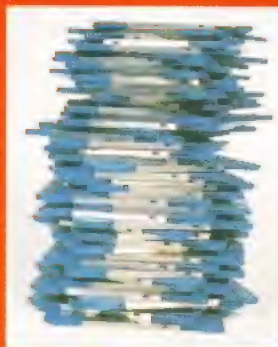
Q. How can I use PC disks on an Amiga?

A. Workbench 2.04 and up includes *CrossDos* as standard, which can read and write PC format disks. On an A4000 this includes high-density disks. To use it, you should find the PC0: device icon lurking on the Storage/Devs drawer on your Workbench disks. This will create a new disk device (PC0: instead of DF0:) which can be used like any other.

PC disks will appear on your Workbench screen, but remember some virus-checking software may throw a fit when they appear.

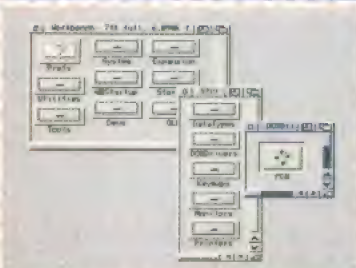
Q. Can I use Mac disks on an Amiga?

A. Yes, but the easiest way is to use PC disks, and get the Mac to read and write those with *File Exchange*. To swap information between an Amiga and Mac using removable cartridges such as Syquest, you will be pleased to know that HiSoft sell a Mac disk reading program, so check with them on 01525 718181. Some Mac emulators also read and write Mac disks

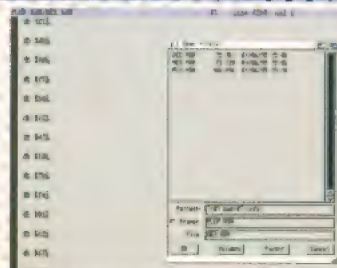


Floppy disks are the basic currency of the Amiga.

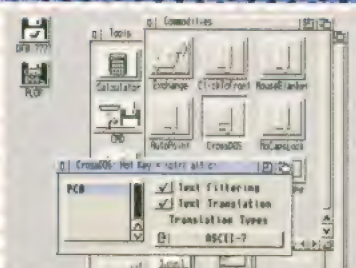
Q. HOW DO I GET PROPER TEXT FROM PC DISKS USING CROSSDOS?



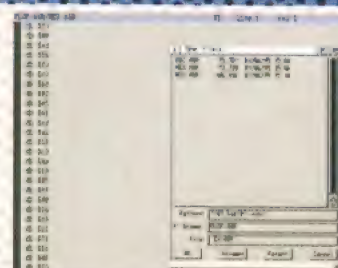
1. Load the PC0: device by double-clicking the PC0: icon in the DOSDrivers drawer in the Storage directory. You can now use DF0: for PC disks – it will appear as PC0:.



2. When loading text into a text editor (for example, loading some programming files into the *Cygnus Ed* editor) you will often see extra blank lines appearing, but worry not.



3. Locate and run the *CrossDos* commodity. You will need to double-click twice to make the control panel pop up. Now select the PC0: drive and click the check boxes.



4. When you load text now, the commodity will have removed the extra lines. Remember to switch off the commodity when loading and saving data other than text.

chips. Also, most memory chips are soldered directly to the circuit boards to save money, which means you can't remove them and use them in another computer.

Q. Which speed SIMMS do I need?

A. Memory speed is usually rated in nanoseconds (ns). The lower the rating, the faster the memory. Typically 80ns memory is fine, but, if faster processors are used (for example, a 33Mhz 68030) this might not be fast enough and errors will occur. In these situations 70ns or even 60ns will be required.

Q. What is Virtual Memory?

A. With clever programming, it's possible to fool the Amiga into thinking it has more memory than it really has. This is achieved by setting aside some hard disk space which then acts like memory.

When an application requests a block of RAM the virtual memory system creates a disk file and passes the data between the disk and the program. The application carries on as normal, not knowing the "memory" is really on disk. Of course it's slow, but it means you can run programs that need much more RAM than you actually have.

Programs such as VMM and GigaMem work in this way and fool most programs, but they both require a piece of hardware called an MMU or Memory Management Unit, which is built into the full 68030 and 68040 processors, and can cleverly remap memory addresses. A slight twist is that some processors don't have an MMU in order to save money: these have 'EC' in their titles, so a 68EC030 processor does not have an MMU and won't run GigaMem. On the other hand, some programs have their own version of virtual memory built in, and so they don't need to be fooled, and therefore they don't require an MMU.

SOUND AND MUSIC

Q. What do I need to play Amiga sound through the Hi-fi?

A. Amiga audio appears at the back of the casing via two phono sockets. These need to be connected to the AUXiliary input of a Hi-fi with suitable set of leads. They cannot be connected directly to speakers, although some small speakers come with a suitable amplifier built-in.

DID YOU KNOW...

...you can add your own commands to AmigaDOS. You might know that you can put together several commands into a single file (using Ed for example) and when you use the EXECUTE command, the commands are dealt with one by one as though you typed them at the keyboard.

However, by altering one of the protection bits of the text file, you can make it automatically execute. For example, if you have a text file in the ram: disk called foo, then by entering:

protect ram:foo +s

you can make foo into an AmigaDOS command. All you need now do when you want to run it is enter "foo" and it will run automatically. It is also possible to write scripts which accept arguments, in just the same way that real AmigaDOS commands do.



Q. How do I connect my Amiga to a synthesiser or keyboard?

A. Connect a small box called a MIDI interface to the Amiga's serial port and many musical keyboards can be interfaced to the Amiga. With a program such as OctaMed, Music-X or Bars and Pipes, the Amiga can 'play' the instrument.

Most keyboards allow different sounds to be played simultaneously so you can program or 'sequence' the Amiga to play drums, bass and lead all by itself. The way MIDI works means that many instruments can be connected at once, so you can add drum machines, synthesisers, samplers and effects boxes all under computer control.

PROGRAMMING

Q. What programming languages are available for the Amiga?

A. ARExx is free with Workbench 2 and up. The C language is very popular for heavy duty programming projects, and the two best C packages are Dice and SAS/C. HiSoft sell Pascal, and Deepac, the excellent 68000 assembler. You can also try the more

esoteric Oberon and E languages, as well as variants of BASIC that are great for beginners, such as AMOS and Blitz Basic.

Q. What do I need to get started?

A. If you haven't programmed the Amiga before, a system like Blitz Basic is best. This will help you see what the Amiga hardware is capable of. If you already know how to program, get a C compiler and the official programming documentation either in book format (The "Rom Kernel Manuals") or one of several Fish PD CD-ROMs.

Q. What authoring packages are available?

A. Programs such as Helm and CanDo! make writing programs easier and make it possible to link actions, sounds and images without writing pages of code.

Q. How can I easily create an Intuition style front end?

A. GadTools used to be the best program for creating GUI (graphical user interfaces) which conformed to the Amiga style guides, but now you should look out The Designer, a shareware program with many powerful features.

Q. How can I add ARExx to my programs?

A. Use a program such as EasyRexx (from Aminet), which makes adding an ARExx port relatively straightforward.

GRAPHICS, ANIMATION AND VIDEO

Q. Can I record Amiga graphics to video?

A. Yes. First of all you need to use the correct screen mode: you must use a PAL screen, either interlaced or not, though interlace seems to work best and

Continued overleaf →

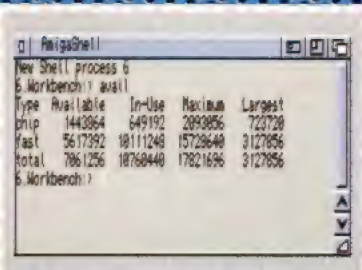
Your ability to create, edit and perform music is greatly enhanced by the Amiga, so it's no wonder we get so many music queries.



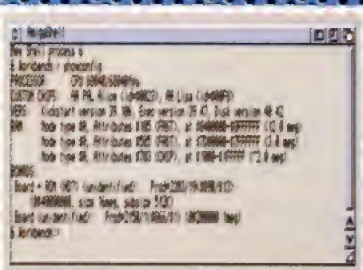
Q. HOW CAN I CHECK ON WHAT MEMORY I HAVE, AND WHAT SORT IT IS?



1. The first place to look is the Workbench title bar, which will keep you up to date with how much memory is available.



2. Opening a Shell and entering AVAIL will give you a more detailed description of the amount of memory available, what sort it is, and where it is being used.



3. To find out exactly where memory is located, use the SHOWCONFIG command. This is especially useful if you have an A1200 and want to check if your memory is going to conflict with a PCMCIA device.



4. You can also use the Memory option from AIBB, which will tell you slightly more and in a friendlier fashion. AIBB is available from Aminet and most PD libraries.

doesn't flicker as much as you might think when played back. You can not use a productivity or multiscan mode. Secondly you need a connection from the Amiga to the video recorder. The easiest way is to use the RF video out signal from the back of the A1200. You'll need to tune the video in to it before you can use it, but it has the advantage of including sound.

Unfortunately the RF picture isn't very clear, especially once recorded. Although the Amiga has an RGB output which can be connected to a SCART cable, and although many TVs and videos also have SCART inputs, hardly any video recorders accept RGB directly for recording. Instead, use the composite video output at the back of the A1200 (the phono plug) which will give a reasonably clear picture.

Q. How can I replay animations quickly?

A. The golden rules are get the fastest Amiga as possible, and fit as much RAM as you can and the fastest hard drive you can find. Make sure your animation is as small as possible: try overscan non-interlaced PAL, and in as few colours as you can get away with. Don't use dithering.

When making your animation, ensure there is as little movement on screen as possible. If you can, move the objects on the screen rather than moving the camera. Large differences in the backgrounds will take up more memory, and slow down the animation. Finally, use the *MakeAnim7* utility provided with *Viewtek* to convert your animations into ANIM7 format. These replay a lot faster, but take up more room.

Q. How can I replay large animations?

A. If you run out of memory, but have a hard drive, it you can replay anims directly from disk instead of memory. Success depends on the complexity of the anim and the speed of both Amiga and hard drive, but even with a 68040 and SCSI2 hard drive results can be disappointing. Look out for *Viewtek* and *BigAnim* - both programs will do the best possible job of spooling anims from disk.

Q. Can I mix Amiga graphics and video?

A. If you want to overlay Amiga graphics over video (for example, to add subtitles) you will need to buy a genlock to connect to the RGB port of the Amiga. This



With the Amiga, you already have the best part of a video studio - but cables, signals and genlocks cause much confusion.

provides an input for a video camera or other source and a composite (or S-VHS) video output signal which can be fed into the video recorder.

Q. My A500/A4000 has a video out port, and no colour composite - what do I do?

A. Use a genlock to provide the necessary composite signal. You may need to provide an input to the genlock from a camcorder or other video source to prevent the picture rolling.

Q. What sort of monitor should I get for an A1200/A4000?

A. The standard video-style Commodore or Philips CM monitors work well, but don't take advantage of the new screen modes that the AGA chip set in the A1200 and A4000 make possible. Before AGA, the largest non-interlace non-flickering display you could have was 640 by 256. With AGA and a suitable monitor you can display up to 640 by 512 without flicker.

However, to display these modes you need a monitor that can 'sync' to these new rates. Many games use the original video modes, so the monitor will also need to sync back down to the video speeds. The Microvitec 1438 monitor for £299 is one of the few that will. Telephone 01244 377566 for details.

Q. What's the difference between bitmap paint packages and structured ones?

A. Bitmap programs, such as *Deluxe Paint*, *Personal Paint* and *Brilliance* store images as individual pixels and colours. A structured art program, such as *ProDraw*, stores a description of the image in terms of the

start and stop points of lines, the degree of curvature, the graduation of shades and so on. As a result, the structured image can be reduced or enlarged with no loss of quality or "jaggies" showing. However, it is usually harder to draw images using structured packages, and it's impossible to process digitised or scanned images.

Q. What software do I need to use to make a magazine?

A. You need the *Nick Veitch Simulator* which is a 2K program available from PD libraries everywhere. Alternatively, you will need a DTP program such as *PageStream*. This will allow you complete control over fonts and the placement of pictures. It will also save the pages out in a format you can take to a printer and have printed professionally.

Q. Should I get a SCART TV or a monitor?

A. If you want to watch TV, get a SCART TV. If you want the best possible Amiga displays, with crisp text and colours which aren't smeared, get a monitor.

UPGRADING

Q. Can I upgrade easily to a later version of Workbench?

A. Yes, but you will need a new Kickstart ROM as well. The current latest version of the system software is 3.1, which will be of most use to those running 2.04 systems: there is little to be gained for A4000 or A1200 owners.

The upgrade pack consists of a new pair of ROMs (or one ROM for 68000 machines) and a new set of Workbench disks and manuals. The upgrade currently costs £89.95 for the single-ROM version (A500 and A2000) and £99.95 for the double-ROM version (A1200, A3000, A4000) from Blittersoft on 01908 261466.

Q. How can I go about adding a new Kickstart ROM to an A500?

A. There is a slight hardware modification needed to some revisions of A500 before a new ROM can be fitted. A single wire must be soldered between pin 1 and pin 31. If you don't know what that involves, ask a local computer dealer to do it for you.

Q. Can I add a graphics card to an A1200?

A. Not directly. Amiga graphics cards require access to a ZorroII or ZorroIII slot,

Q. HOW DO I ADD A PERMANENT ICON TO MY RAM DISK?



1. The RAM Disk will have a default disk icon, unless you create one for it. You could change the default icon, but this would change all other disks too, so we'll create a special icon.



2. Choose an image and reduce it to a sensible size and colour depth in a paint package. *Personal Paint* is useful, because it can use dithering when reducing colours.



3. You could use *IconEdit*, but why not try *Iconian*, the shareware software that will allow much bigger icons, and has many more features besides.



4. Save the Icon as *Disk.info* in the RAM disk. To make it appear every time, add a line to your user-startup which copies this file into RAM every time you boot up. Hurrah!

and the A1200 doesn't have any Zorro slots: the nearest it has is a trapdoor expansion. Theoretically it is possible to build a card which will connect to the trapdoor, but no-one seems to have done it yet. What you can do though is buy a Z5 Tower Case from Power Computing or Ramiga International, which includes five ZorroII slots. You can then pop in and use a PicassoII graphics card.

Q. What's the difference between ZorroII and ZorroIII?

A. ZorroIII slots use a 32-bit-wide bus, whereas ZorroII uses 16 bits. This is because ZorroII slots were originally made for Amigas that used the 68000 processor, which fetches data in 16-bit-wide chunks. With the move to the 68030 in the A3000, the ZorroIII standard was introduced to take advantage of the 32-bit fetch of the processor.

Q. What is a Buster, and why should I want to change one?

A. The A4000 (and A3000) include a custom chip called Buster. On some models of A4000 this chip was faulty, and caused problems with some ZorroIII cards.

Q. Can I upgrade to AGA graphics with my A500/600/2000/3000?

A. No, you can't. The AGA chip set is not available as an upgrade, and never will be. However, you can get pretty close if you have an A2000 or A3000 – fit a graphics card such as the PicassoII and upgrade to version 3.1 of the operating system. The enhancements in 3.1 will allow older Amigas to open 256-colour Workbench screens using the graphics card.

Q. How can I speed up my Amiga?

A. If you haven't already done so, add some extra memory. Every Amiga will benefit from extra memory because it allows programs to be loaded into the Fast memory area instead of the Chip memory area. This can result in a doubling in speed immediately.

More speed requires upping the processor. Every Amiga can have a faster CPU fitted. If you have an A500, fit a 68020 card from Power Computing. If you have an A1200, fit a Blizzard double-speed 68020 or a 68030 card from Harwood's on 01773 836781. If you have an A4000/30, fit a WarpEngine or CyberStorm. If you have an A4000/40, fit a Doubler from BlitterSoft or a Cyberstorm 060 card.

Q. Is there a 68040 accelerator available for the A1200?

A. No. The 68040 processor is too power-hungry and gets too hot to allow a reliable 68040 upgrade, though we hear that someone may have solved this problem. The 68060 runs cooler, so an A1200/060 accelerator may be possible in the future.

Q. Can I increase my Chip RAM?

A. The current limit of Chip RAM is 2Mb, and it is determined by which Agnus custom chip you have fitted. If you only have 512K or 1Mb of Chip RAM on your

DID YOU KNOW...

...ARExx programs don't need to be started from within other programs. If you open a Shell, you can type `RX <scriptname>` and the file will start.

In this way you can use ARExx to quickly knock up speedy programs for renaming files, processing text and data – as well as controlling other programs. ARExx needs to be started and running in the background for this to work.

A500 or A2000, a special board called a MegaChip is still available from Power Computing. This includes a RAM chip and will give you 2Mb of Chip memory. A600 owners need to add a 1Mb RAM board to the trapdoor expansion slot.

Q. Why would I want to increase the amount of Chip RAM I have?

A. After saying that Fast RAM is so much better than Chip RAM because it runs programs faster, you must remember that Chip RAM is where graphics and sound data are stored. If you want to store more sound samples in *OctaMed*, or open more screen displays in more colours, extra Chip RAM is essential.

Q. How fast is my Amiga compared with a PC or Apple Macintosh?

A. Erm... tricky, because even measuring pure processor speed is very hard. Trying to take the Amiga's custom hardware into account, and comparing the super-efficient multitasking system with Windows doesn't make the sums any easier.

Roughly, an unexpanded A1200 is about as fast as a 386 PC, an expanded A1200 about as fast as a slow 486 PC. An A4000 with an '040 is about as fast as a medium 486 system. An A4000 fitted with an 68060 is roughly equivalent to a Pentium system. Roughly.

Q. What is an FPU and do I need one?

A. An FPU is a 'Floating Point Unit'. It can take the form of a chip (when used with a 68020 or 68030 processors) or it could be built in to the processor (as with the 68040 or 68060). The team of CPU and FPU can do sums more quickly than the CPU can by itself, so if you are into image rendering or processing or any other form of maths-intensive pastime, an FPU will be useful.

The catch is that the software must be specially written to take advantage of the FPU, and so most application programs come in two versions: one for systems without an FPU (called, misleadingly, "integer systems") and one for systems with an FPU. Running the FPU version on a computer with no FPU will cause a system crash. Running the Integer version on a system with an FPU will give no ill effects but will have little, if any, benefit.

Q. Will an FPU speed up games?

A. Almost never. In most cases the programmers haven't written their code to take advantage of the FPU because of the extra trouble, and relatively smaller market. Some 3D games like flight sims may benefit, but little else.

Q. What speed of FPU should I get?

A. Get an FPU which goes at the same speed as your CPU. For example, if you have a 33Mhz 68030, fit a 33Mhz 68030 FPU. Fitting a faster one will cause a slight speed increase, but it's hardly worth the money. Check when buying an FPU that it is the correct package: accelerator cards can either take PLCC (plastic leadless chip carriers) or PGA (pin gate array) FPU's. Make sure you order the right one!

Q. What is an MMU and do I need one?

A. An MMU is a 'Memory Management Unit', and is either an add-on chip for some 68020 systems (rarely used) or an integral part of a 68030 or 68040 processor. Some processors (EC versions) don't have the MMU present to save money. The MMU is used by virtual memory systems, UNIX clones, programs which re-map the Kickstart ROM into memory and some debugging software (*Enforcer*). You can probably live without one if you have so far.

Q. How much memory do I need...?

A. More than you have, usually. The minimum for anything other than games is now really 2Mb, and you should aim for about 6Mb if possible (2Mb Chip, 4Mb Fast). Adding more makes things generally more pleasant, and between 12Mb and 16Mb is ideal for most applications.

Q. Why does my memory expansion not work when my Overdrive is plugged in?

A. The PCMCIA port which the Overdrive uses is mapped in to the same addressing area as some trapdoor memory expansions on the A1200. To discover if your trapdoor expansion will cause problems with a PCMCIA device, open a Shell and enter "showconfig". The report will tell you where your memory expansion is mapped in the Amiga's workspace.

If it starts at \$2000000 then there will be a problem if more than 4Mb is added (the PCMCIA interface lives at \$600000 to \$a000000). If it starts at \$1400000 (such as with the Blizzard 50Mhz 68030 card) then there won't be any problems. The easy answer is to ask before buying.

Q. Can I add a PC keyboard to my Amiga or use an A2000 keyboard as an external keyboard on my A1200?

A. Yes, but it requires a lot of messing about. Adding an external keyboard to an A1200 could be the final step in a DIY project to rehouse the A1200 in a PC tower case, but it requires making some

Continued overleaf →

alterations to the Amiga's motherboard. Details can be found in the file called *TowerFit.lha* on Aminet.

Adding an IBM keyboard involves building a circuit which includes an EPROM. Details are in a file called *IBM_Keyboard.lha*, again on Aminet.

NETWORKING AND COMMS

Q. Can I run UNIX on an Amiga?

A. Yes, there are two versions: a 68000 port of *Linux*, and *NetBSD*. Both require Amigas fitted with an MMU, and both are huge systems which require a hard drive to install. If you succeed, there is an X-windows client available for graphics.

Q. Can I network several Amigas together?

A. Yes, you can use a special DIY cable and a program called *Parnet* which will mount a new net: device on each Amiga.

This means you could, for example, connect an A500 to an A1200, and the A500 could use the A1200's hard drive. A common use is to connect an Amiga computer to a CDTV and so provide a cheap way of getting access to CD-ROM.

Q. Can I use Ethernet?

A. Ethernet provides a very fast method of linking two or more computers. Commodore did once produce Ethernet cards, but tracking any down these days is difficult. The Ariadne card offers an Ethernet connection, as does an expansion module for the CyberStorm accelerator card. It is also possible to use the GoldenGate2 card and a PC Ethernet card. All these systems use what are called SANA-II drivers, and when all is connected you can either use Internet-style TCP/IP links or run the networking package *Envoy*.

Q. Can I run Envoy without Ethernet?

A. Yes – this is especially useful if you don't have any Zorro slots to fit Ethernet cards to. A thing called *Liana* connects Amigas via their Parallel ports and allows *Envoy* to run over that.

Q. Can I network Amigas and PCs?

A. Yes. You can either use a program called *TwinExpress* which uses a serial cable, or use an Ethernet card on the Amiga running with SANA-II and *AmiTCP* to

DID YOU KNOW...

... that Aminet is the largest collection of Public Domain and Shareware software? Aminet is a huge library of files, and is part of the Internet. If you have access to the Net you can pull down any file you like for free. The site address is [ftp.wustl.edu](ftp:wustl.edu), or one of the mirror sites such as <ftp.uni-paderborn.de> or <ftp.doc.ic.ac.uk>.

Aminet is also released in the form of CD-ROMs. The latest release is *Aminet 6*, which contains all the latest files uploaded until the 6th May 1995.



connect to an Ethernet card on the PC running a TCP/IP stack. Although not a true peer-to-peer network, this will allow you to Telnet and FTP between machines.

Q. How can I connect the Amiga to the Internet?

A. You can either link in to a BBS which has an Internet gateway (for example CIX, Delphi, Almac) or sign up with an Internet Service Provider. If the former, you will only need a normal comms program such as *Termite*, *Term* or *Neomm*. For a direct link you will need to install *AmiTCP* (available from Aminet).

Q. What sort of modem should I use with my Amiga?

A. If you have a 68000 processor, you might have problems using speeds of 28,800bps and should stick to 14,400bps instead. An A1200 with extra memory should be able to handle 28,800 modems without problems.

Q. What is a Null Modem cable?

A. A null modem cable is a serial cable to connect two computers together via their serial ports. This is used for swapping files via terminal software or playing games.

EMULATION

Q. Can I run PC programs on an Amiga?

A. Yes, with software or hardware emulation. A program called *PCTask3* (see page 97) will emulate a 286 PC, and will even run Windows if that's what you want. Alternatively, the Emplant hardware emulator attempts to run all PC software. It costs about £350 from Blittersoft.

Q. Can I run Amiga programs on a PC?

A. No, a PC isn't capable of emulating the Amiga's advanced multitasking operating

system or its custom hardware. No Amiga emulator has successfully been produced for a rival computer.

Q. Can I use PC hardware on the Amiga?

A. Yes. Devices such as printers and modems will work without modification. If you have a big box Amiga, internal modem cards, serial and parallel cards, network cards and IDE cards can all be used with the GoldenGate2 card from Eyetech.

Q. Can I use a PC monitor with an A1200 or A4000?

A. Depends. Some monitors will not sync exactly with the Amiga and it makes it hard to tell in advance. In any case, very few (if any) PC monitors will display the 15kHz PAL screens which games use. If you don't play games, you might find a nice 15-inch monitor such as the Tatung UltrascanPlus works very well. I certainly do.

Q. Can I use Apple Mac programs?

A. Yes. Again, there are hardware and software emulators. *ShapeShifter* is a shareware emulator which claims to run Mac software, and *Emplant* is a hardware emulator. Both require Mac ROMs in order to run.

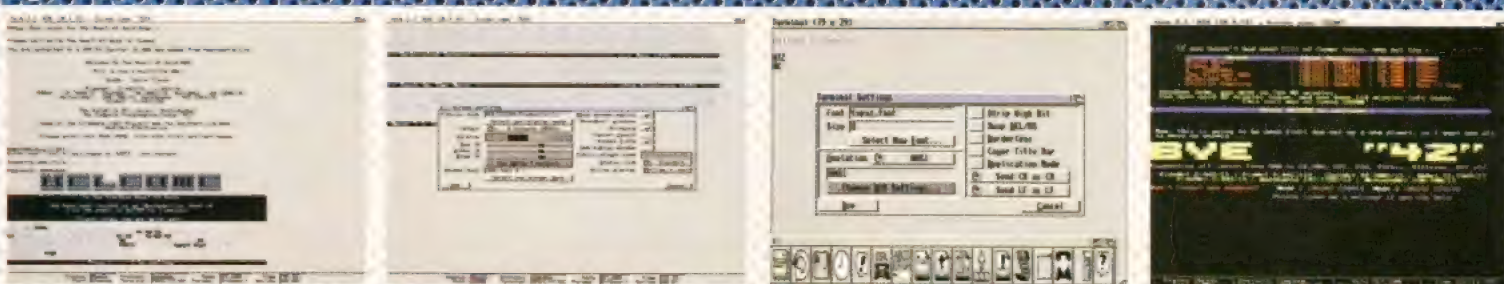
Q. Can I use Apple Mac hardware?

A. Only with the Emplant Deluxe Mac emulator, which includes support for SCSI and Appletalk interfaces.

WORKBENCH

You can get our help every month by writing to Workbench – or tell us how you solved an interesting problem, and you could win an AF sweatshirt. See page 117 straight away!

Q. HOW CAN I GET SENSIBLE IBM CHARACTERS ON TERMINAL SOFTWARE?



1. Many Bulletin Boards use IBM ANSI graphics, and when you log on you will see a lot of garbage on the screen. This is because the default Amiga font settings do not support the IBM characters and ANSI colours.

2. Select an eight-colour screen mode (or 16 if you have the memory) and use an IBM-style font. If one wasn't supplied with your terminal emulator program, there are many in the public domain. Ask on your BBS.

3. Virtually all comms software will have some way of displaying ANSI, although sometimes this is via an external module and you may have to hunt around for the right place to set the preferences.

4. With the right colours and a good character set, your terminal will behave exactly like a PC one. This means menus will work, and you can see the "pretty" ANSI graphics available on many BBSs.

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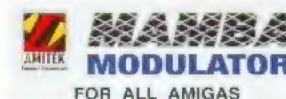
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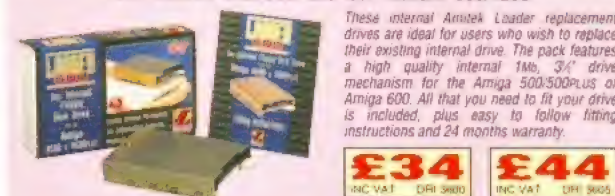


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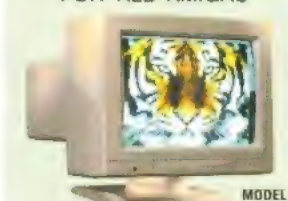
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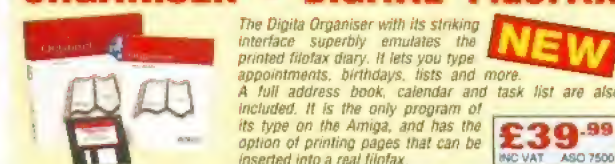
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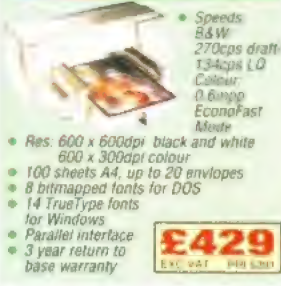
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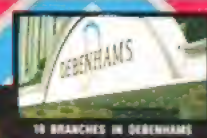
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Chips with everything



Although Motorola are probably going to stop further development work on the 68000 series of Central Processing Units they will continue manufacturing them, so the Amiga's future may still be linked with the range of chips that it has used ever since 1985.

Whatever happens, Motorola's chips have proven to be triumphs of computer technology. Here's what makes them so special.

68000 PEDIGREE

The 68000 was a chip ahead of its time – it was the first single-chip micro with 32-bit registers and features previously confined to mainframes and Super Minicomputers such as the DEC Vax.

It was late, arriving in 1980, a few months after Intel's relatively feeble 8086, but took less time to develop than its 8-bit sibling, the 6809, and beat it to the market even though 6809 development began first.

The 68000 was the first micro Motorola built straight from theory, not as a hardware prototype. The 6809 was built on breadboards, like the original Amiga chip set, and the prototype filled several tables. These days they *have* to go straight from theory to the real thing – even if they got the millions of transistors wired up for a prototype 68060, it would be too slow, large and shaky to work at all.

In the second, and final, part of his Central Processing Unit feature, **Simon Goodwin** looks back at the original aims for the 68000 range, and forward to the 68060 and 68070.

Processors in the 68000 family share the same core set of instructions. There are a few extras in later models, but the vast majority are unchanged and the main difference is not the instructions themselves, but the time they take to execute. This is why naive comparisons of the clock speed of different processors are so misleading.

The 68000 was followed by three slight variations. The 68008 was a version for 8-bit memory, used in Sinclair's Quantum Leap and the One Per Desk marketed by

68000, and the 68030 has little edge over a 68020 at the same clock speed. The big steps come at 68020, 68040 and 68060, each averaging twice the speed of the ones before, and this is probably the real reason – besides marketing 'logic' – why Motorola skipped the 68050 label and went straight from 68040 to 68060.

Motorola check out new designs by running simulations of the hardware – programs that model the low-level operations inside the chip, rather like *PC-Task* and Amiga Spectrum emulators. This process is slow, but over months they build up information about bottlenecks in each design, using real programs to test their theories, until they know where to add extra hardware to speed things up.

The 68000 was the first micro Motorola built from pure theory, not a hardware prototype.

ICL and British Telecom. The 68010 and 68012 fixed a few bugs and added a tiny cache for two instruction loops, which were so inefficient on the 68000 that few programmers ever used them.

You can plug a 68010 into the A500, but you're unlikely to notice the difference. The leaps in the 68000 range came with the even numbers – the 68010 is only a few per cent faster than the

The simplest machine codes execute in four clock cycles on a 68000. The 68020 halves this for instructions in its on-chip cache, and the 68040 generally manages one instruction every clock cycle. You may think that one cycle per instruction is the limit, but the 68060 has other ideas – it can do arithmetic instructions in one clock cycle and others – like jumps, branches or subroutine calls, which often dominate the execution time on earlier chips – take literally no time at all. To understand this miracle we need to look inside the 68060.

68060 THEORY

As the block diagram on the next page shows, the 68060 has two separate integer units, so it can perform two instructions at once. Pending instructions are held in a pipeline 96 bytes long, so they're immediately decoded and available.

While they wait, a branch prediction unit can shuffle them so that program jumps and branches are instantaneous. The unit looks forward to future changes in the flow of control, predicts the likely destination from past records (held in yet another cache) and shifts them around so the branch is invisible to the processors, which see a continual flow of useful code.

But all this is fruitless if the processor has to wait for information to arrive from main memory, so the 68060 has two caches

WHAT'S AN FPU, THEN?

Standard 68000 instructions work on integer values. These are whole numbers, with no fractional part. Scientific calculations use floating point numbers, which cover a wider range and allow binary fractions as well as whole numbers. Processors before the 68040 cannot manipulate these directly, although they can process them piecemeal by treating them as a succession of integer operations.

The 4,096 instruction codes are reserved for floating point operations. These can be intercepted and performed by integer software, or passed on to a floating point unit (FPU) with custom hardware to do the job more efficiently. Once the FPU has started, the integer unit can get on with other things.

The clock speed of the FPU is independent of that of the main processor. Two FPU chips are available – the 68881, which runs at up to 20MHz, and the 68882, which goes up to 50MHz and is twice as fast even at the same clock speed. In this case the link between processor, memory and FPU can predominate.

The full-blown 68040 has an on-chip FPU which works 10 times as fast as the 68882 on common

operations like addition and multiplication, but does not directly support trigonometric functions. These are intercepted by 68040 library and performed by sequences of core instructions.

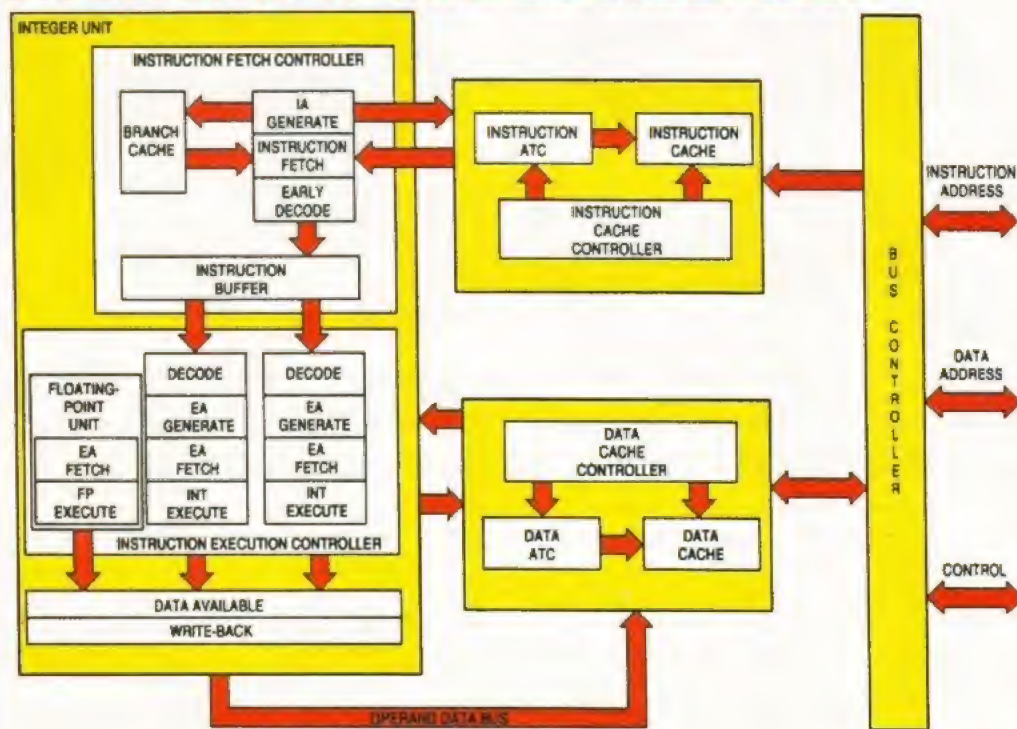
The overhead of trapping and re-working instructions may retard the 68040 FPU, and it can be tricky to program for top performance – the FPU gains its speed by performing successive parts of each instruction simultaneously, and unless you program with this pipeline in mind you end up with code that runs at only about a third of the theoretical maximum speed.

The majority of games and utilities steer well clear of floating point arithmetic, so they are not affected by the addition of an FPU. But some applications – notably spreadsheets, fractals and 3D rendering – spend almost all their time performing floating point arithmetic, and these are dramatically accelerated by an FPU.

Motorola's co-processor interface allows up to eight processors to share the burden of decoding and executing instructions, although systems with more than one FPU are rare and are actually not directly supported by AmigaDOS.

Continued overleaf ➔

BLOCK DIAGRAM OF THE MOTOROLA 68060

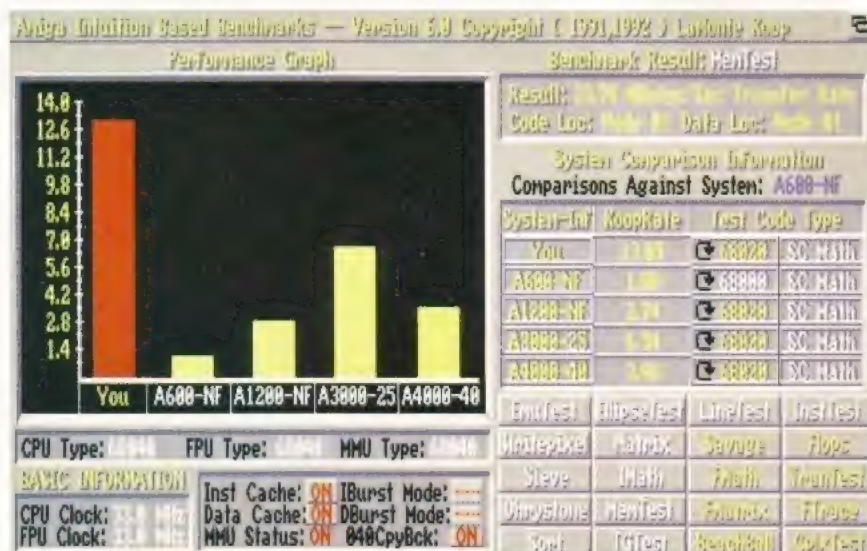


which store data and instructions to save repeated memory transfers. These caches are between 20 and 50 times faster than the so-called Fast memory of the standard 72-pin memory modules used in A4000 and many A1200 expansion boards. Yet those RAM chips are still four to eight times speedier than the Fast RAM expansion in a humble A500, however slothful compared with on-chip cache.

To keep both integer units busy the 68060 can access 96 bits (three long words) in its Data and Code caches in each instruction cycle. The 68040 can stall while writing data back to main memory, so the 68060 has additional store buffers and a push buffer so that the data cache can be re-used while results are spooned out to other chips.

The snag is that the neat orthogonal nature of the 68000 has been messed up by

The 32-bit 68060 processor: each unit can be disabled so that power is used only when the unit is enabled and executing an instruction.



Sysinfo isn't the most reliable benchmark, but given that all such software is biased in one direction or another, it's as good a guide as any.

TABLE 1 - RAW PROCESSOR SPEED BY PROCESSOR VERSION

Processor	Max Clock (MHz)	Instruction Rate	Max Throughput
68000	12	2	24
68EC000	16	2	32
68008	10	1	10
68010	12	2+	24+
68020	33	4	133
68EC020	25	4	100
68030	50	4	200
68EC030	40	4	160
68040	40	8	320
68060	66	16+	1067+
68070	17.5	1.2	20

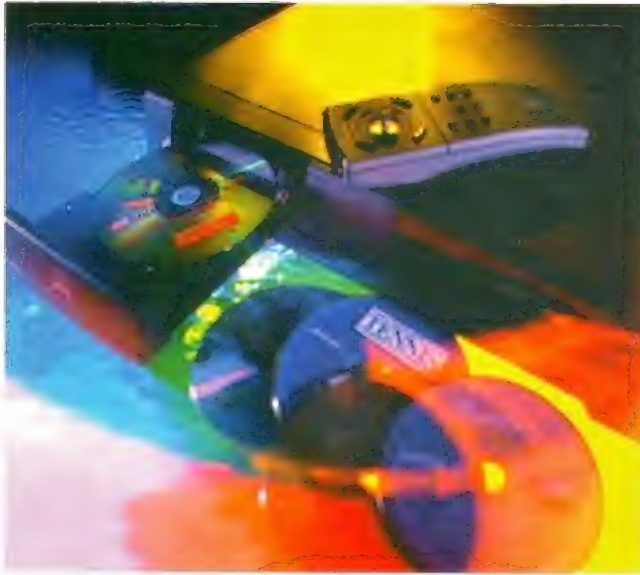
Notes: These figures are theoretical maxima for the simplest instructions. The '+' for 68010 and 68060 throughput indicates that they have scope for branch optimisations.

TABLE 2 - INTEGER, FPU AND MEMORY THROUGHPUT

System	Sysinfo MIPS	Sysinfo MFLOPS	AIBB Memory
1Mb A600	0.55	N/A	1.20
A600 fast RAM	0.75	N/A	1.23
2Mb A1200	1.33	N/A	3.27
A1200 expanded	2.50	0.61	6.02
A3000/25	4.84	0.76	7.86
A4000/040	19.10	4.84	4.18
A4000/Warp 33	25.44	6.45	15.74
Cyberstorm 060/50	39.85	27.79	23.87

Notes:

- CBM SetPatch can affect timings.
- Sysinfo MIPS test under-rates a 68060 as it only uses one integer unit.
- Sysinfo MFLOP test under-rates a 68040 by stalling the FPU pipeline.
- Expanded A1200 features a 20MHz 68882 FPU + 2Mb Fast RAM.
- Cyberstorm 68060 timings are for a pre-production unit.



THE RETROGRADE 68070

The 68070 has been available for years and used in computers and consoles – but not Amigas. It is 68000-compatible, but not made by Motorola. In the late Eighties Philips produced a version of the 68000, and rather cheekily called it the 68070. The instructions are the same as for the original 68000, but it has on-chip extras and runs at clock speeds up to 17.5MHz.

The SCC68070 includes two serial ports, a memory management unit, programmable timers and a DMA controller to move memory around without processor intervention. It uses less power than Motorola processors, but that's the end of the good news. The instruction sets may correspond, but the inner workings are quite different.

The logic of the 68070 is less streamlined than Motorola's. It takes seven clocks to execute even the simplest instruction, compared with four for the 68000. Multiplication and division grind through every bit of the data, whereas Motorola process them two at a time and stop as soon as they've got the result.

Timings are not data-dependent, but are invariably slower than a 68000 at the same speed, and a third of the speed of a 68020 or 68030. So far the only well-known machine to use the 68070 is the CDi – unsurprisingly, also made by Philips.

FASTER THAN COMMODORE

Last month I explained the limitations of Commodore's ageing 68040 board, the 3640. It is constrained by 68030 emulation hardware, which almost halves the speed

The Philips CDi console is the only notable machine to use the 68070 processor.

of access to fast motherboard memory and stops it using Motorola's fast 128-bit line transfer mode. MacroSystems superseded the 3640 with their Warp Engine, which can re-use Commodore's plug-in processor and memory while linking them three times as quickly.

MacroSystems manage this miracle by moving the Fast RAM on to their own processor board, right next to the transplanted 68040, and implementing the 68040 burst interface, albeit so far only within their board. Local memory sockets push the capacity of a fully expanded machine to 130Mb.

Warp Engines can transfer 16 byte lines in just 10 clock cycles (four for the first long word, and two each for the next three) where the 3640 needs seven cycles for each four bytes. In conjunction with a slight clock boost – to 28.6363MHz, conveniently twice that of the A1200 – they move large memory areas three times as fast. Yet more impressively, the NCR 53C710 controller squeezed on to the same board shares access to memory, transferring Fast SCSI data flat out yet hardly impeding the processor.

The German-designed Cyberstorm goes even further, as long as you can afford to add memory in 64-bit chunks. It can use two standard memory banks alternately to deliver 64 bits in just three cycles, or 128

Syndicate is so ridiculously fast on the Warp Engine that it is almost unplayable.

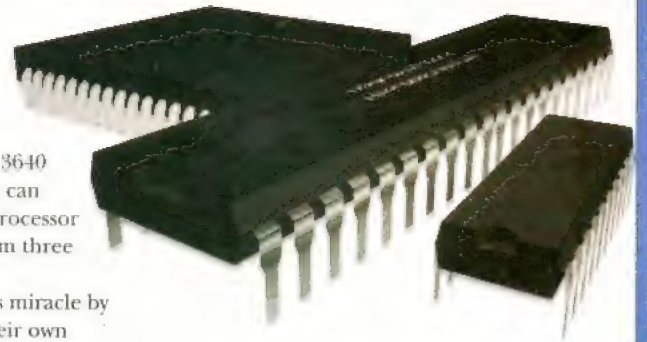
bits in five. Again the benefit is most evident on large memory moves, but can also speed up long programs.

Warp Engines and Cyberstorms fit the standard A4000, running a 68040 at speeds up to 40MHz, but you need Extra-Fast memory to get the full benefit. There's a version of the Warp Engine for the A3000, and a similar Cyberstorm is in development, but the German board is too big for the slimline tower A4000T.

Both firms promise 68060 boards, initially adapted from their 68040 designs. A team in England is developing an awesome all-new 68060 expansion for the A1200, attracting keen interest from Ramiga International, UK distributors of A1200 towers. Even old stagers are not forgotten, with a team in the States beavering away on a 68060 board for the humble A2000, the mainstay of many US TV and animation studios.

BEYOND THE 68060

Motorola take the Embedded Controller idea to its limit with the 68300 series of chips, based on a 68020 core with space for application-specific hardware on the same chip. Some just add timers and serial ports, rather like the Philips 68070, but later versions are customised for particular markets like engine management and industrial control.



With plans to pack the Amiga custom chip set into a smaller number of chips, they could share space with Motorola on a single chip. This would reduce costs and could speed up the Amiga, but probably not to 68040 or 68060 levels.

Motorola remain coy about the next big advance in the 68000 series, and it seems likely that the 68060 will lead the pack for several years. Current 68060s use a 50MHz clock, with 66MHz ones due soon and faster models to follow.

Since the 68030 Motorola have arranged Cache memory in 128-bit wide lines, rather than 32-bit long words, and one easy way to speed up the design would be to add extra data lines, fetching 64 or 128 bits at a time.

The internal operation of the 68060 has been streamlined to the point where all the original 68000 addressing modes can be processed in a single cycle, and future generations will boost the complex modes introduced with the 68020. Beyond that, the 68000 range must burst through the four gigabyte barrier imposed by 32-bit addressing, and come to terms with memories more than 128-bits wide. But there's plenty of life in the old dog yet.

Processor speed is not the whole story. System performance is also affected by memory speed, peripherals and programming style, and there's no magic formula to find out the speed of a real system, short of timing its performance on real software. This will almost always be less than you'd expect from naive comparisons like the MIPS test in *SysInfo* and *AIBB*, but they don't do anything useful so they tend to generate more heat than light.

If you're a games player there may be little point in speeding up your Amiga. *Syndicate* is so fast on a Warp Engine that it's almost unplayable. *Formula 1 Grand Prix* could use the speed, but, like many older games, it is not compatible with the 68040. Accelerators come into their own if you use the Amiga creatively for graphics, programming or real-world modelling.



Syndicate is far more at home on an A1200.

WHO ARE MOTOROLA?

Motorola is one of the biggest electronics companies in the world. They are based in the USA but have big chip factories in Scotland and the Far East.

They don't just make processors, but also manufacture radios, telephones, satellites, displays, car parts and all sorts of electronic components. Their first microprocessor was the 8-bit 6800, introduced in 1974. They have a reputation for making processors that are better organised and easier to program than their rivals' chips.



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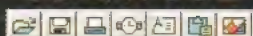
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The words *Magic User Interface* cause strong emotions in many an Amiga user's heart – for some they're negative emotions, for others positive, but they're always strong. *MUI* is at the centre of a debate between Amiga developers and users which, though clouded with some ignorance, has at its heart some important criticisms.

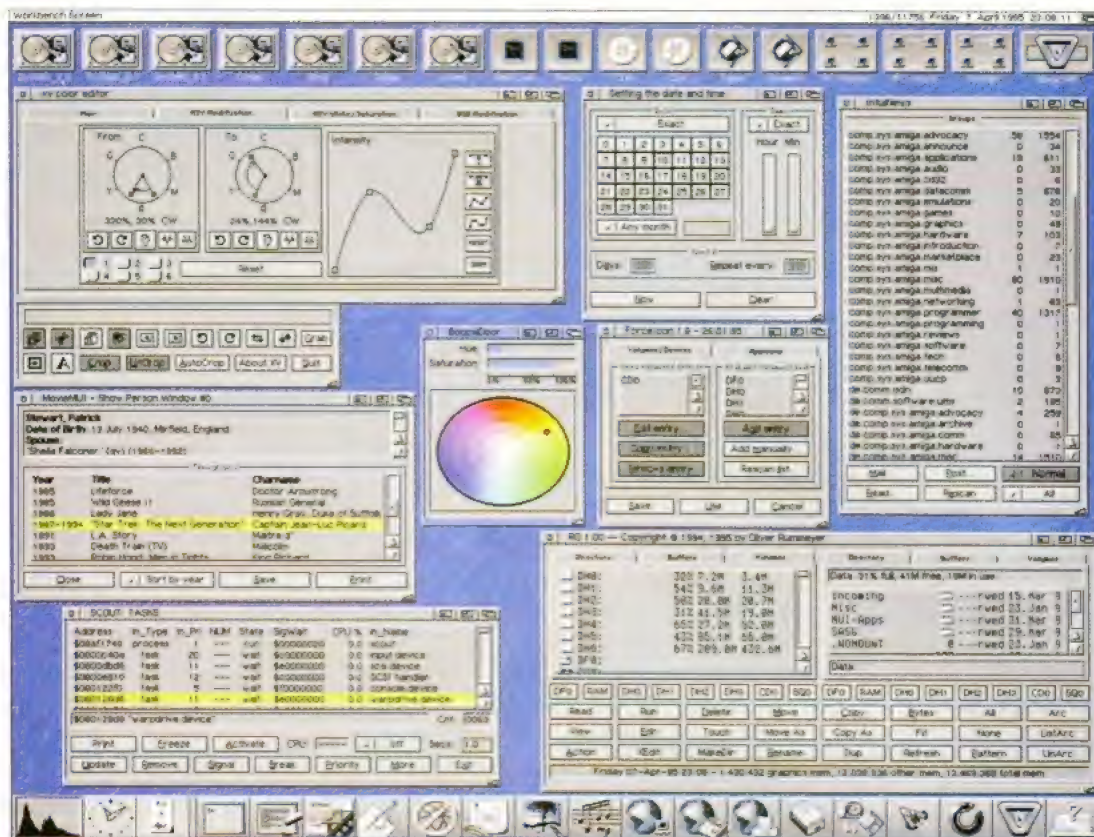
WHAT IS MUI?

This is not just a program that you run to perform a task – it's a combination of developers' tool and graphical user interface system, and it has numerous advantages over the most popular GUI constructor, *GadTools*.

With *GadTools*, the GUI program code is built in to every application. It's small, and it's efficient – every Amiga owner will have programs that have GUIs created by *GadTools*. Basically it's the benchmark by which *MUI* is measured. *GadTools* and *MUI* provide the actual buttons, windows and graphical user interface that you operate when you use a GUI-equipped program.

WHAT DOES IT DO?

The short answer is a great deal. Perhaps one of the most impressive features is that



It's a kind of magic

A storm is raging in the Amiga world as serious users everywhere debate the new *Magic User Interface* program. Vital new development, or clumsy, memory-hungry gimmick? Mat Bettinson tries to find out which...

MUI is an 'intelligent' lay-out engine: so the program defines the size of buttons, gadgets, lists and scrollers in terms of a percentage of the screen, rather than in absolute terms the way *GadTools* does.

This means that as you resize an *MUI* window, all the gadgets and the entire window lay-out resize to fit. It's quite impressive. Developers don't decide exactly how your programs look any more, you do – and with *MUI* you have a lot of

control over how things look and behave. What's more, simple definitions by the programmer yield spectacular results, so developers have more time to spend on programs, rather than wasting all their time perfecting the GUI. It is perhaps for this reason that *MUI* is gaining support among developers all around the world.

Other features – such as *MUI* windows remembering where they last were, lists inside lists, and operations such as

Just a handful of the applications *MUI* offers. You should be able to see that many have separate preferences, saved individually.

refresh schemes – may not be apparent until you've played with it for a while.

Set up your favourite GUI preferences, and all *MUI* applications will use them. Define patterns and colours to cover your gadgets; cycle around the window with just a tap of the Tab key; exploit the many ways of using the same gadgets – these are just a few of the many lovely little bonuses that make a program built around *MUI* such a pleasure to use.

In fact, you can save individual preferences for each program via the *MUI Prefs* program, but you need to be a registered user to take advantage of that facility. Otherwise, *MUI* need not be registered at all, so you can use the vast majority of its features free of charge.

MUI – THE STALWARTS

You might be beginning to wonder how anyone could have a problem with it. Well, *MUI* isn't without its drawbacks. For starters, it consists of a drawer full of gadgets which must always be available. Clearly, a no-no for floppy-disk users.

The *MUI*master.library is over 200K in size, which is rather a lot on low-end machines, especially if you're just calling up a tiny *MUI* application. The *MUI* distribution is about 500K in size.

MUI windows and applications redraw quite a bit slower than their *GadTools* counterparts. Complaints about *MUI*'s speed are heard from users with even the fastest CPUs. If you're used to *GadTools*, *MUI* seems slow.

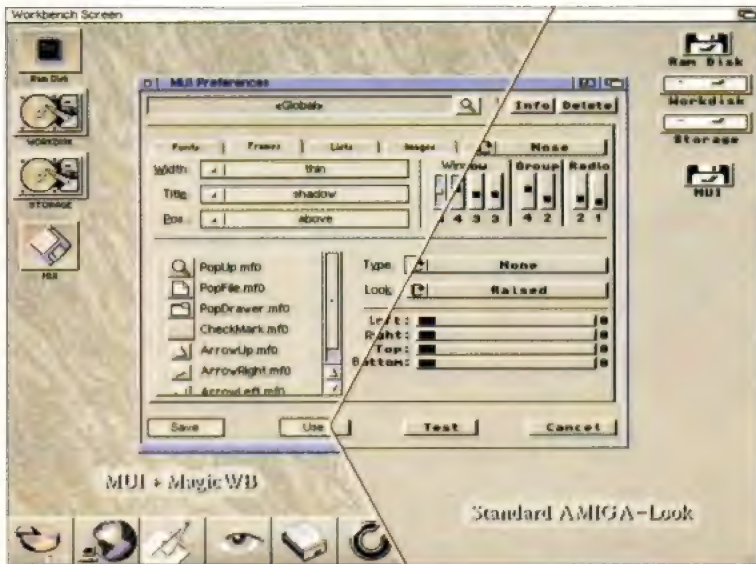
There's also the argument that users are forced to pay for a development tool whether they want it or not – but the speed and memory problems are the key ones.

SUPPORT SHAREWARE

MUI is Shareware. This means it won't cost a bean to use, but if you like it, or need the extra features that the registered version provides, you should register. Your support will ensure that PD programmers can continue working on excellent projects such as *MUI*. *MUI* was created by Standardised Amiga Shareware

Group, a German authors' collective founded by Stefan Stuntz. They also do *Magic Workbench*.

Registering *MUI* or any of their other products costs £15. A registration program comes with *MUI*. The UK registration site is: Paul Jewell, 7 Fairfield Avenue, Cardiff CF5 1BR. Registration through a bank draft is also possible: Paul Jewell, Account 7574426, Sort Code: 30-98-94 (Lloyds Bank).



This comparison shows the difference between an Amiga screen with a stock Workbench and the far more interesting MUI-equipped version.

Rather than talking about the pros and cons in depth, I thought I'd take a typical MUI user, Andy Aldridge, and put his points to the author, Stefan Stuntz.

Andy: "MUI is a development tool and should be incorporated in the applications that use it – foisting it on end users is unfair. I could possibly accept it if the Prefs program was freely distributable, but to charge a Shareware fee is an abuse of the concept of Shareware."

Stefan: "The decision to charge not only the programmers but also the users wasn't made easily. But after about a week of thinking and talking to other Amiga programmers in Germany, we found that

this was the only way for MUI to become a standard, apart from giving it away free.

"The Amiga PD market is unique. There are thousands of people who write programs just for fun and who keep the Amiga alive. If I charged a PD programmer US\$100 before they could work with MUI, very few PD applications would use it. Because PD is by far the most important thing on the Amiga, establishing a standard without the acceptance of PD programmers is impossible."

Andy: "MUI is a memory hog, the library takes up 200K of memory, before you've even loaded any applications. To someone running it on a standard A1200, it's a fair chunk of memory. And MUI is slow – on anything less than a 68020 it's close to unbearable, particularly if you're running it with just 2Mb of RAM."

Stefan: "Yes, an application with an MUI front end needs more memory and is slower compared to a hardcoded Topaz 8 GadTools interface. That's the price you have to pay for flexibility."

"However, as more programs use MUI, memory gets less important because they all use the same code. Speed and size are important topics for MUI, but you simply can't expect a 7MHz 1Mb Chip RAM-only Amiga to offer the same performance as an A4000. And you simply can't expect a font-sensitive and resizable GUI to run as quick as a hardcoded Topaz 8."

LOVE IT OR HATE IT?

Despite the drawbacks, MUI is fast becoming the GUI of choice in many European Amiga communities.

One developer, Paul Colclough, implemented a GadTools front-end for his Cyberlink Fido mailer program. He saw this as a selling point over an Italian rival, GMS, that uses MUI. Then later, he decided to implement an MUI front-end for Cyberlink that was optional.

Says Paul, "It's a brilliant piece of software. I hated it to start with, but after I wrote a small program with it I was really impressed and sent off for the registered version. Coupled with MUIBuilder, it's the best GUI environment around."

"The non-MUI GUI interface took me about two weeks to design, code and make a working version. I'm not going to edit or add anything else to the GUI because it takes so bloomin' long. The MUI GUI took one day to create from scratch, including all codes, working, and even working out how to use MUIBuilder."

"The bonus of being able to just attach on the end of the object list is great too. I'm constantly adding bits to the MUI version and tend to neglect the non-MUI one. I also like the external MUI classes, the gauge and scale classes are great."

CONCLUSION

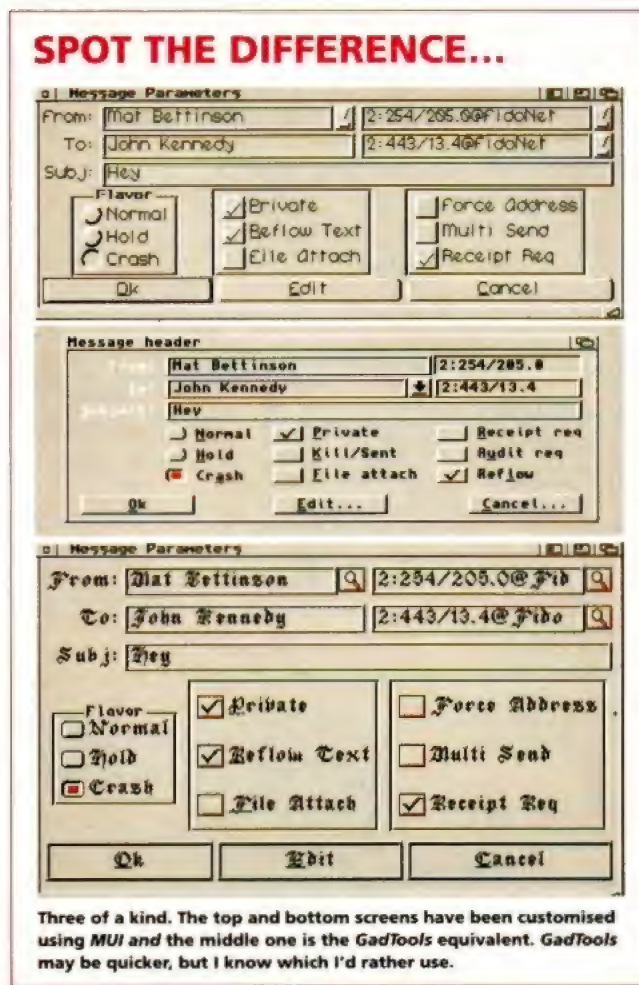
MUI's biggest problem is that it's that bit beyond the average hardware capabilities of today's Amigas. The preferences and the resizable lay-out engine suit an A4000 with a graphics board, but how much use is all this to A1200 owners?

Not much, since it's my guess that they'd rather have the speed of a compact GadTools interface. Still, it's not to say that we shouldn't look to MUI much more seriously in the future. The Amiga already lags behind in CPU power but with future Amigas the balance will be redressed.

MUI is much more efficient than any PC GUI system and has considerably more features. An accelerated Amiga running OS enhancements including MUI on a third-party graphics board looks, feels and behaves like the Amiga of tomorrow, as some of the screen-grabs here show.

You can find the MUI archive (currently at version 2.3) in any good PD library or BBS. Give it a good look and decide for yourself. There are already a host of MUI applications which show it off and there are also MUI replacements for standard Workbench tools. Having all my programs pop up where they're supposed to is a godsend.

Anything that isn't resizable is staring down the barrel of obsolescence with the next generation of machines, with resolutions so high that they are hardly usable without a magnifying glass. Oh yes, where is my MUI magnifying glass?



Three of a kind. The top and bottom screens have been customised using MUI and the middle one is the GadTools equivalent. GadTools may be quicker, but I know which I'd rather use.

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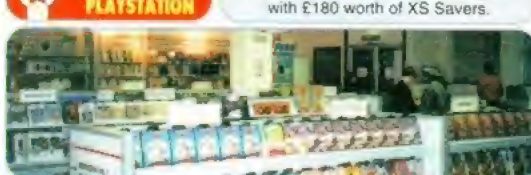
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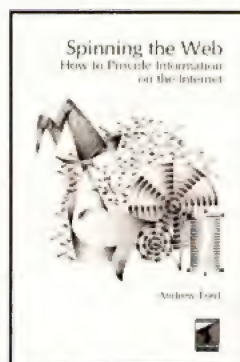
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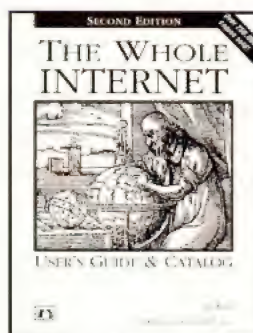
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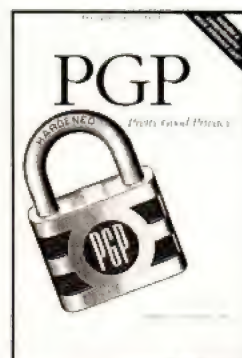
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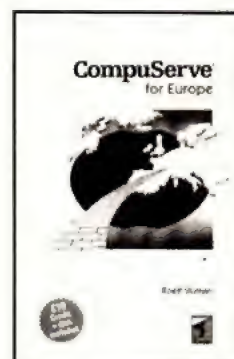
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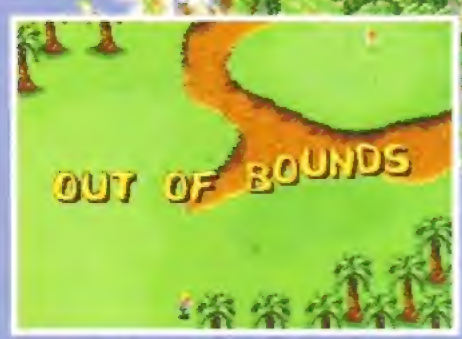
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SCREENPLAY

Colonization



The words 'rather silly' and 'very good fun' meet up again for another Sensible game review... p54

If what you want in a game is depth, breadth, intelligence, playability and a chance to conquer the new world... p47

AMIGA FORMAT QUIET? NOT REALLY



The summer months are traditionally quiet times for Amiga games – but considering that no machines have been on the shelves for an age, the market is holding up extremely well, with some fine releases this month and the promise of an even better selection next month. Look out next month for the finished versions of *Doom*-clones *Fears* and *Gloom*, and graphic adventure *Flight of the Amazon Queen*. Sid Meier's follow-up to *Civilization* has finally popped its head through the door and Nick Veitch has spent most of the month Colonizing to his heart's content. To find out exactly how content, flip to p46. Anco's eagerly awaited *Player Manager 2* makes a double guest appearance this month on both the Coverdisk and p52. Is it the definitive football management game, or a mere pretender? Elsewhere, *Sensible Golf* (Sensible Software's Amiga finale) chips in, but will it make the green or flounder in the bunker? And there is a sort of *Doom* cum *Wolfenstein* affair, *Behind the Iron Gate*, for Steve McGill to scrutinise on p49. Re-release highlights include *Flashback* and an early return for Ascon's fabulous *On the Ball: World Cup Edition* while CD³² owners will relish *Super League Manager* – your very own footie management game, at last!

AMIGA FORMAT'S REVIEW POLICY

Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up-to-date as possible, and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.

WHAT OUR REVIEW SCORES MEAN

- 90+%**
The crème de la crème. Only the very best, most playable and original games are awarded an AF Gold – the most highly prized rating there is.
- 80-89%**
These games are very good, but due to minor flaws are not the finest examples of their genre.
- 70-79%**
Good games which are worth buying, especially if you have a special interest in a game type.
- 60-69%**
Average releases with limited gameplay and appeal. Games in this category tend to be flawed.
- 50-59%**
Below average games which are unlikely to impress your mates or your wallet. Avoid.
- 40-49%**
Overwhelmingly poor quality games with major flaws and appalling gameplay.
- Less than 40%**
The absolute pits.

IN PREVIEWS THIS MONTH ARE...

LOADS OF GAMES ON THE WAY p43

Now the Amiga's future looks more certain, we're hearing much more news of quality Amiga games and there's some exciting stuff due for release soon.



PLAYER MANAGER 2: Simply the best?



ROADKILL: Guns are better than road-sense.

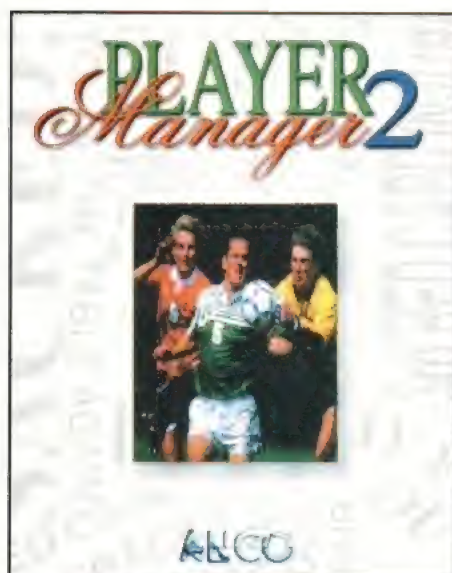
REVIEWS

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Timekeepers	p62
Touring Car Championship	p62
Sensible Golf	p64
The latest CD ³² releases	p66
Re-releases	p71
GameBusters	p75

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PLAYER *Manager* 2

94%
RATED



OVER TO THE PANEL...



92%
RATED

"Player Manager 2 is verging on unmissable. Everything you'd ever need in this type of game is included. The original Player Manager was superb but this surpasses it in every way imaginable! Totally recommended for all Amiga owners." **Amiga Action 92%**

"The tactics editor is nothing short of amazing... Player Manager 2 has great depth and lastability... Anco have produced a second game worthy of the name Player Manager. Realism, lastability and playability were the hallmarks of the original and PM2 has upped the stakes." **CU Amiga 86%**

"It's here now and it's been worth the wait... Take the playability that wowed games from Kick Off 2 and add practically every dimension of football management and you've got Player Manager 2." **CVG 85%**

"The most in depth and exciting management game ever" **Match Magazine**

"If you want a serious statistical football game with plenty of thrills then Player Manager 2 comes top of the list" **Amiga Computing 94%**

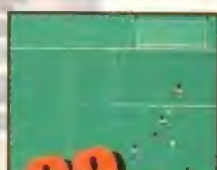
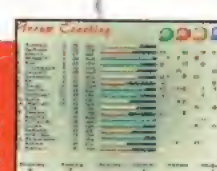
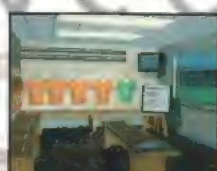
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- ⊗ Stunning graphics.
- ⊗ Play as a team or in position.

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OUT - 19th JULY

"On the field or off, there isn't a game that can touch Player Manager 2" - **CVG**



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ANCO

And you thought that there weren't going to be many more Amiga releases. Silly. Steve Bradley checks out what's up and coming in the weeks ahead...

Previews



Will our thirst for the football management game ever be quenched? The huge-selling *Championship Manager* spawns a sequel in the month of September.

CHAMPIONSHIP MANAGER 2

Domark 0181 780 2222

Championship Manager has always been one of the best management simulations around, though in recent months a few star pretenders have shone brightly, including *Super League Manager*, *Ultimate Soccer Manager* and *On The Ball: World Cup Edition*. Yes, the style of the sub-genre is changing. No longer are we happy with reams of stats and dull spreadsheets. *On The Ball* introduced elements of soap opera, while *USM* had its own business sim as well as a *Theme Park*-esque sub-game concerned with ground development.

So, Domark have announced *Championship Manager 2*. What are they going to do to make it significantly different from the rest? Well, it's been re-written and will include international as well as club teams enabling you to manage sides in the World Cup and all that kind of stuff.

Fans of games with real players and an abundance of stats will be pleased to learn that key tackles and shots on target will feature and it will also be multi-player. We'll find out in September whether it's any good.

POLE POSITION: FORMULA ONE TEAM MANAGER (A1200)

Ascon/Daze 0171 372 7435

Ascon's have switched sports in their follow-up to *On The Ball: League Edition*. Instead of managing a football team, you get to take the helm of a motor-racing team in *Pole Position: Formula One Team Manager*. You are a sort of Mr Benetton (or Mr Williams) as you play the owner of a new team racing for the World Championships. Apparently, there will be TV-style coverage of each race with rendered graphics and you can develop new motors and put the prototypes through testing. And you have to man-manage



And here are the racers, all with differing skills and temperaments, apparently.



Ascon's follow-up to their ground-breaking footie management sim *On The Ball* is the Formula One racing game, *Pole Position*. TV-style coverage with rendered graphics is promised.

the team and conduct press conferences. OK, so it might not sound all that exciting, but let's wait until September, eh?

WHEELSPIN

Black Legend 01438 840004

Now here's an odd cookie, as yet unfinished (hopefully by a long chalk). A rendered 3D racing game with spick looking courses and very odd cars – a sort of *Super Skidmarks* meets ATR at the corner of posh street – but rather lacking, admittedly from our preview disks, in that old chestnut, gameplay.

Every time you catch the trackside, you come to a total halt. And the cars seem to be sort of, well, not quite on the track, travelling at odd angles around the bends. Hope they're still tweaking.



The pictures of the cars are beautifully rendered in 3D but at the moment this beauty hasn't quite spilled over to the gameplay of *Wheelspin*. We can but hope.

Continued overleaf →



← STAR CRUSADER

Gametek 01753 553445

Back in April, we took a brief look at Gametek's form, mentioning *Bureau 13*, *Baldies*, *Brutal: Paws of Fury* and *Star Crusader*. And glancing upward at the title, you'll realise it's *Star Crusader* we're taking a closer look at this month. A 3D *Wing Commander*-esque space strategy cum shoot-em-up should fit the bill as a description of apt proportions. On the back of the box of the previously released PC CD-ROM version, it reckons that *Star Crusader* features "ultra-realistic battle scenes", but as we haven't yet seen a war in

space, we really couldn't comment on the reliability of that description.

So, you're a high ranking pilot for the Gorenese, a vast empire that likes ruling everybody else, and basically you've found some troublesome folk who don't like the idea of you entering

their back yard and settling on their settee. Included are 104 missions though you don't have to complete them all in linear fashion. But 3D rendered battles in space sounds a good thing and with bated breath we await the Amiga release. Shortly.

A futuresque space adventure cum strategy cum shoot-em-up is the order of the day in *Star Crusader*. And these are Amiga screenshots, too.



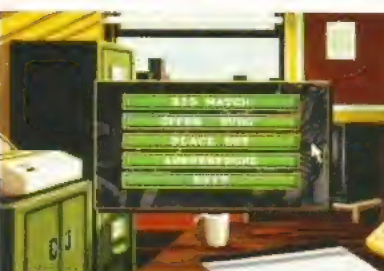
Gametek's *Star Crusader* has already had a PC and PC CD-ROM outing and the Amiga version is due imminently. We're not sure who the chap with the green face is, though.

The top games



The charts are copyright ELSPA

Weekly chart updates can be found on FutureNet, Future Publishing's own Internet site: <http://www.futurenet.co.uk/computing/amigaformat.html>



Top 10 CD32

1	Super Skidmarks (Acid Software)	FG92%
2	Lemmings (Psygnosis)	FG92%
3	Subwar 2050 (PowerPlus)	84%
4	Super Putty (System 3)	FG91%
5	The Clue! (Neo)	74%
6	Microcosm (Psygnosis)	87%
7	Jungle Strike (Ocean)	87%
8	Roadkill (Acid Software)	75%
9	Beneath a Steel Sky (Virgin)	FG94%
10	PGA European Tour (Ocean)	83%

THIS MONTH'S FULL-PRICE TOP 20

1 (-)	Ultimate Soccer Manager (Impressions)	84%
2 (1)	Super Skidmarks (Acid Software)	FG92%
3 (2)	Sensible World Of Soccer (Renegade)	FG95%
4 (4)	Beau-Jolly Compilation (Beau-Jolly)	FG90%
5 (7)	Premier Manager 3 (Gremlin Interactive)	85%
6 (9)	UFO: Enemy Unknown (MicroProse)	FG90%
7 (10)	Jungle Strike (Ocean)	87%
8 (8)	PGA European Tour (Ocean)	83%
9 (3)	Manchester United: The Double (Krisalis)	59%
10 (11)	Cannon Fodder 2 (Virgin)	FG90%
11 (18)	Championship Manager Italia '95 (Domark)	65%
12 (-)	F1 - World Championship Edition (Domark)	76%
13 (16)	Rise Of The Robots (Mirage/Time Warner)	18%
14 (Re)	Kick Off 3 (Anco)	75%
15 (14)	Football Glory (Black Legend)	80%
16 (-)	European Superleague Soccer (CDS)	Not reviewed
17 (12)	World Cup Year '94 (Empire)	FG94%
18 (6)	Theme Park (Bullfrog)	FG91%
19 (17)	Crystal Dragon (Black Legend)	75%
20 (-)	FIFA International Soccer (Electronic Arts)	79%

Top 10 Budget

1	World Class Rugby (Audiogenic)	64%
2	Shadow Fighter (Gremlin Interactive)	89%
3	Terminator 2 - The Arcade Game (Virgin)	70%
4	Dune 2 (Hit Squad)	79%
5	Monkey Island 2 (Kixx XL)	FG93%
6	King Pin (Team 17)	67%
7	Battle For The Ashes (Audiogenic)	Not reviewed
8	Premier Manager 3 Multi-Edit (Gremlin Interactive)	Not reviewed
9	Bill Elliot's NASCAR Challenge (Advantage Point)	67%
10	Indiana Jones and the Fate of Atlantis (Kixx XL)	FG90%

Top 10 A1200

1	Ultimate Soccer Manager (Daze)	84%
2	UFO: Enemy Unknown (MicroProse)	FG91%
3	Burntime (Max Design)	80%
4	Roadkill (Acid Software)	75%
5	High Seas Trader (Daze)	67%
6	Theme Park (Bullfrog)	FG91%
7	Football Glory (Black Legend)	80%
8	Sim City 2000 (Maxis)	FG92%
9	Guardian (Acid Software)	89%
10	Premier Manager 3 (Gremlin)	85%

Fourscore and ten days ago, Nick Veitch set down in this place to review another Sid Meier epic rich with promise.



Colonization



In a tip of the hat to Pinnafel you can plunder or be plundered on the High Seas.

America. Land of the free, home of the brave. Or actually, as you will find out when your own pilgrim fathers first shuffle nervously ashore in the new world, home of the braves.

Colonization is the eagerly awaited Sid Meier instant classic, and is, in the broadest possible terms, a themed, specific version of one of his earlier efforts, *Civilization*.

Just as in *Civilization*, your units (or colonists) must forge an empire, building cities, exploiting natural resources and defending themselves against the envy of less happy lands. The tactics are very different, though – you can easily be taken in by the familiarity of most of the game mechanics, but don't be fooled – this is not just *Civ* with new graphics, this is a completely new experience.



Sometimes you can run a protection racket on the locals, but eventually they resort to burning your towns, sacking wagon trains and sailing your missionaries.



Your European fort is where you get hard cash for your goods, when the evil king takes his slice.

Each of the colonial powers starts with a different advantage. The English get a load of new colonists, the Dutch get a trade advantage, the French are better at getting along with the natives and the Spanish are better at killing them.

The trading aspect is much more important to *Colonization* than it was in *Civ*. There is no wealth derived from taxation – all taxes go straight to the king. To make money to buy more ships, recruit specialists from

Europe or import necessary resources (particularly early in the game, when you are not able to produce things for yourself) you have to have something to sell, and that can only come from farming, mining, or manufacturing in your colonies.

Trade is a major part of this game which means you must send wagon trains scurrying backwards and forwards across the continent, ferrying goods to port or raw materials to factories. This could have been tedious, but you can set up automatic trade routes which are like railways in *Railroad Tycoon* – a series of stops, with loading and deliveries specified at each stop.

This can bring you into conflict with other powers in the area and the indigenous inhabitants – the Indians. Several tribes are represented, each with slightly different characteristics and abilities. There are the Incas and the Aztecs, with huge, rich cities; the rather primitive but friendly Tupi; the violent (when aroused) Iroquois and the plains Indians, the Apache, Cherokee and Sioux.

This is one example of the way the game really separates into two diverging paths, depending on the strategy you use. You can be friendly with the Indians – trade with them, establish missions, learn skills from them – or burn their villages, murder their women and children and steal their gold (which can be a tempting option, especially as a raid on a rich village can produce more wealth than several years of hard trading).

The trouble with trying to be friendly is that the methods you need for colonising the continent put you at odds with the taboos of the natives. They are all over the place, so you can't put up a road or chop down a forest without upsetting someone. But if you do try to keep on their good side, they won't raid your villages, steal cargo from wagon trains and generally make nuisances of themselves. If your missionaries (and sometimes your

muskets) manage to instill in them a fear of God and light cavalry, friendly Indians will flock to your colony and can be persuaded to exact extreme vengeance on your foes.

Indians can also be a very cost-effective way of training up colonists. The majority of malcontents setting sail for a new life in the colonies have no skill or trade. Some are only good at thieving and some are "indentured servants", which is a polite way of saying 'slaves'. Since the game is quite honest about how the colonists abused the trust of natives and robbed their land, it seems a bit odd they didn't own up to exploiting native Africans too.

Anyway, a trained sugar planter, for example, can produce more sugar per field than a novice, or a slave, or indeed a lumberjack or farmer. There are five ways of getting an expert to land your cane: train one up (expensive), wait for one to emigrate by choice (may take a while), get him trained by some friendly Indians (if there are any nearby, and if they are friendly), teach him in a school or college (requires an expert teacher) or just leave him to it and hope he acquires the skill (wait a very long time). If you can get skilled colonists, it can make all the difference.

Of course, once you have manufactured your goods they still have to get back to Europe for you to make a decent living. On the high seas your Merchantman could fall prey to pirate ships, sponsored by enemy nations.

You can get in on the act too, though, and run your own privateers, looting and pillaging European cargo vessels without having to declare open war on another nation. It is a rather risky business, as players of Meier's own *Pirates!* will no doubt remember. But money alone won't buy you success.

The idea of the game is to settle a new, independent continent between 1500 and 1800. If you don't declare independence you won't get a

ENCYCLOPEDIA OF COLONIZATION



Continue

As in *Civilization*, there is a built-in encyclopedia covering units, terrain, cargo and anything else you can think of.

decent score. You can't turn traitor until over 50% of the population want to become a nation of ingrates, and even when you do, you'll have to fight off a large number of the King's lackeys in a final, fitting endphase. Terrific stuff.

An astounding difference between this game and previous MicroProse efforts is its Amiga-friendliness. You can play *Colonization* in a variety of different screen modes, or on top of your Workbench if you so wish. I even managed to use EGS software with the Rainbow III card to shift the display on to an 800x600 VGA display, no problem. The windows can all be moved around or shunted backwards and forwards, and the main screen can be resized, albeit only slightly. This makes the game much more playable – it's a marked improvement on the PC version.

Sid Meier is a hero for many, not just because his inspired games are excellent, but also because in spite of the breadth and depth of titles like *Railroad Tycoon* and *Pirates!*, they all run on an A500 in 1Mb. How is it possible? It takes talent, I guess. Actually, Sid can't take all the credit, because the Amiga version was actually written by Scott Johnston.

The big thing people whinge about these days is how long the computer takes to make its move. Even in the latter stages of this game, the computer movements only take about a fifth of the time of your own. It's not as though you have to wait around anyway, because the calculations are usually broken up by several messages about new cargoes being ready, ships arriving in port, Indians ambushing your wagon trains – that sort of thing.

The game is a rich and varied Gestalt of top colonial activity. Strategies must be divined with care, and constantly modified to ride the chaotic rapids of the thousands of interacting elements in this opus of creative genius. Perhaps. Or it could just be a damn fine game.

COLONIZATION

Producer

MicroProse

Price

£39.95

Version

Generic

System requirements

All 1Mb Amigas

Release date

Out now

Graphics 9 out of 10

It's sometimes difficult to remember there are only 32 colours on screen.

Sound 9 out of 10

Excellent drum sample for the military tunes and timely spot effects.

Action 9 out of 10

This game will steal your life and you won't be sorry.

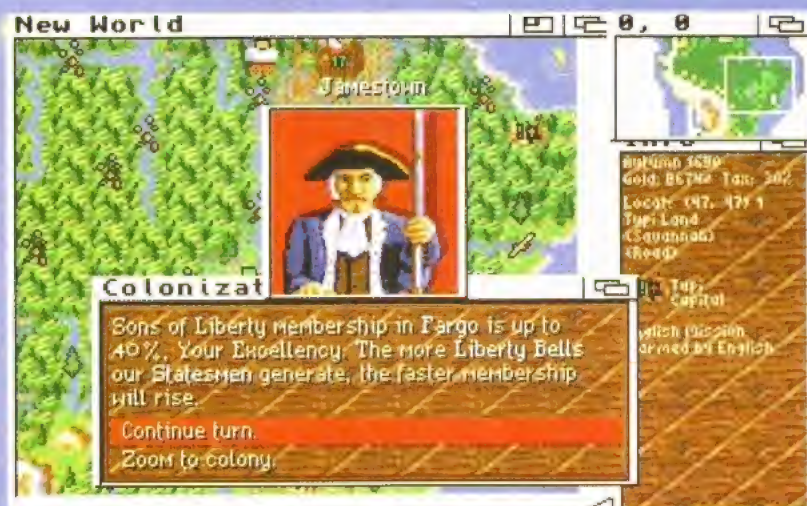
Playability 9 out of 10

It's even playable from floppy, but some text is too small to read on a TV

Overall verdict

Near perfection, and arguably the best Meier game ever – which is saying a lot.

95%



It looks like the kids are getting set to turn the harbour into a giant cup of Typhoo. Whipping up anti-Tory sentiment is an important and enjoyable part of the game.

BODILY



We herald the arrival of all manner of *Doom*-clones onto the Amiga with the biggest, bloodiest and, damn-it-all-to-Hell, most gripping coverage of the entire *Doom* phenomena that the **WORLD HAS EVER SEEN**.

We've reviews, background details, history lessons and pretty much everything you've ever wanted to know. **AND** there's a fantastic demo of Black Magic's *Gloom*, the only game where getting hit by your opponent's viscera is an **EVERYDAY HAZARD**.

DEUCES



We salute the white-clad heroes of the hallowed turf with the amazing *Tennis Champs*. **REVEL** in suitably-themed, summery japes as you thrash a friend or get hopelessly stuffed by the computer player on grass, clay or indoor surfaces.

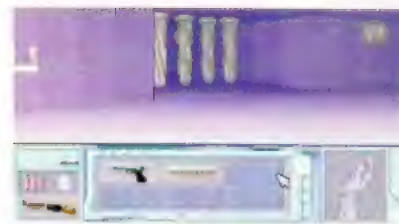
WITNESS the sinister power of the masked tennis player.

DON'T BOTHER looking for this anywhere else, it's a complete game, and it's only available on the cover of this month's **AMIGA POWER**. We love you that much.

AMIGA POWER 52

The bullets and bombs mingle almost imperceptibly with the strawberries and cream on Thursday 20th July. New balls please.

**Doom, Doom, Doom and Gloom –
Steve McGill dons his Death Mask and
Fears that he'll meet something nasty
(and well-armed) in the next room...**



Behind The Iron Gate

Keeep a firm grip on the nearest mini-gun, strap on some Kevlar body armour, stock up with as much medicine cabinet medication as it's humanly possible to carry, and brace yourself for the war of first-person perspective dungeon explore-em, collect-em, hatch-em and despatch-em shoot-em-ups.

The quest for the top definitive *Doom* clone is gaining compulsive momentum among Amiga developers, game reviewers, owners, politicians et al, and it's getting more intense with every passing second of the clock.

Today, right this minute, AF's looking at *Behind the Iron Gate* from Black Legend. Thankfully, it's not trying to be *Doom* – more an improvisation on the theme of *Wolfenstein*, if you treat the word 'improvisation' with a bit of artistic licence.

Naturally enough, *Iron Gate* places the nondescript character-you-never-actually-see in a 3D maze. Control is

through a combination of mouse and keyboard: up to four different modes can be chosen and it works well, so anyone not finding a method they find easy to use probably has trouble with the foil seal in coffee jars as well.

Your missions revolve around exploring the maze, collecting whatever lies in your path – weapons, keys, ammo, armour, food etc – and using the keys to access areas previously blocked off by iron gates or force fields.

This eventually leads to the main task, which is setting off a bomb to blow the whole level up and then

making a slapdash mad rush to reach the exit before it explodes.

At first, it seems like fun. The full 360 degree rotational backdrop moves smoothly with no visible slow-down. But the monochromatic graphics quickly become disorientating and this can be disastrous in later levels, especially when you're desperately trying to make it to the exit before the bomb blows.

In an attempt to help, there are pictures of famous people and other objects adorning the walls, but they don't really help because they appear in clusters: when unfamiliar objects appear, all it really tells you is that you've reached somewhere new.

The biggest snag, though, is the lack of a map overview of the area you've explored. In later levels you can pick up a scanner, which at least gives a limited view of what's up ahead, but it isn't enough to save the gamer from complete exasperation in the crucial process of trying to plan a speedy escape route.

A quick exit is vital, so your only option is physically rehearsing the route. And that's very unsatisfactory, especially if you run into a wall and disorientate yourself. Get it wrong and it's back to the beginning of the level.

And the structure of the levels is such that you can complete an entire level and then be forced to do it all over again, just because you didn't quite make the exit in time. It feels too much like drudgery to even contemplate.

The game isn't a bad one, it's just not very good. Not terrible, but not memorable. It'd be fine as a budget release, but at this price it's competing with *Fears* and *Gloom*. My advice is wait to see how good these two are before making a purchasing decision.

BEHIND THE IRON GATE

Publisher

Black Legend 01438 840004

Price

£24.99

Versions

A1200/4000 only

System requirements

2Mb

Release date

Out now

Graphics 5 out of 10

Monochromatic, disorientating, and ultimately dull.

Sound 7 out of 10

Noise of the weapons being fired is excellent.

Addiction 5 out of 10

Addictive at first, but this very quickly wears off.

Playability 7 out of 10

Playable enough, certainly no overriding faults.

Overall verdict

Doesn't offer enough to make it worth a full £25 price-tag.

69%



Prime this bomb, then rush madly towards the exit. Failure means swift obliteration.

BIG GUNS, TOP AMMO



One of the elements of the game that keeps you mildly interested is the profusion of new and exciting weapons.

Each one has a distinctive sound when fired (good effects, here) and kill rates vary. Ammo appears in odd places.

Doom clones are flavour of the month and with *Fears* and *Gloom* to come this faces stiff competition.

Make no mistake put game

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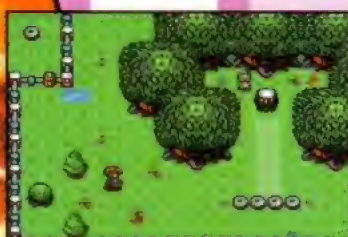


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RELEASE DATE

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RELEASE DATE

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Steve Bradley takes the helm at Huddersfield Town and finds that there is rather more to the job than he'd initially anticipated. He got sacked.



Player Manager 2



Waited for years to pit my wits against Howard Wilkinson, I have. And now it's finally happened. Mind, we did get beat one-nil. They were lucky, though.

It's frightening to think where Amiga gaming would be without the football management sim. No, seriously, even if you loathe them with a passion, they've kept the market reasonably buoyant, ensuring that Amiga games still outsell their PC counterparts, despite the fact that no-one has been able to buy the essential hardware for a year.

And we're the first to question the software houses' motives for producing these games. Two issues back, when Impressions' *Ultimate Soccer Manager* arrived (AF72 85%), I took a cynical glance in their direction – but in truth it's a tremendous game, mixing *Theme Park*-esque ground building with realistic player information, and a couple of weeks ago it hit the top of the Home Computer charts. Can't be a bad thing.

So, we'll agree that footie management (and arcade) games have been an essential ingredient in keeping the profile of Amiga games high.

FIVE TREMENDOUS FOOTIE MANNIE SIMS TO CONSIDER.

On The Ball: World Cup Edition is the soap opera of the management sim.

Sensible World of Soccer is the ultimate arcade/management game. The Guv'nor.

Ultimate Soccer Manager is the *Theme Park* of footie sims. Entertaining and realistic stuff.

Super League Manager. Role-playing management game and a breath of fresh air.

Premier Manager 3. Heavy going, packed to the gills with stats, but a real stalwart.



Is Mr Jones working the team hard enough on the training ground? Your job to decide.



A pleasant scroll, indeed. Unfortunately you have to retire from playing at the age of 36.

On to *Player Manager 2*. Five long years ago, Anco released *Player Manager* to an ecstatic press (AF10 93%). It was the first Amiga game to successfully incorporate arcade action with management statistics and five years on, cue short trumpet fanfare, we have the sequel – and remarkably, it's the same price as its predecessor.

Bigger, better, faster, more? Well, firstly this is a huge game, again incorporating arcade action with management tactics but with the

emphasis firmly on the latter. You can choose one of four options when it comes to playing matches; predict (simply watching referees cards and goals in a text format); watch game or play game (in each case, three minute arcade games); or watch on the fast scanner (which shows the players as dots darting around a small pitch).

There are four arcade views to play or watch including top-down (*Kick Off 2* style), mini-isometric, sideways and above sideways. *SWOS* players will find the arcade section tough to get used to.

But fear not, for the management side is far more detailed than that of the illustrious *SWOS*. Each player is rated from one to five stars in his particular division and each has 15 attributes. There are basically two types of stats; personality and curving. Personality stats are the ones a player is born with and therefore don't change much, whereas curving stats can change with age, coaching, opportunities and experience. With the stats ranging from one to 50, you can appreciate the amount of practice and playing required to learn the ins and outs of the game.

You, then. You're a 28-year-old capped player who has just been offered a player manager job with a

The Squad		Week 1 B.S.		Team Rating 34		Tactics 4-4-2	
Huddersfield		Pos		Rtg		Cards	
K Heald	1	KPR	★	25			Y. Cool
G Katteridge	2	FBK	★	31			OK
B Gee	3	DEF	★	15			OK
S Bradley	4	MDS	★	28			Y. Cool
G O'Reilly	5	CBK	★	29			Haric
L Atherton	6	CBK	★	25			Cool
S Overton	7	CFN	★	11			Y. Cool
G Gale	8	MID	★	15			Y. Cool
B Betty	9	MDS	★	31			Cool
G Rosier	10	CFN	★	22			OK
P Page	11	CFN	★	24			Y. Cool
G Speedie	12	ST	★	24			Cool
D Birch	14	MID	★	21			Haric
Referee Mr. D. Packer							

How referee Mr Packer will cope with the maniacal O'Reilly, only cards will tell. Thankfully, S Bradley, the player manager, is very cool. He wears shades on the pitch, apparently.



The pitch is split into 30 sections and the tactics designer enables you to pinpoint the players' movements all over the field.

Second Division team. You have to employ coaching staff, a physio and a scout and shape a team capable of rising through the ranks – all this on a limited budget.

Importantly, one to four human players can play, so you can battle three mates in the same league, an option which would have been most welcome in *SWOS*. You pit your wits both on and off the field – so you might be a better tactician, but if your mate is a handy arcade player, you could get stuffed.

The teams and players are an odd mix of fantasy and reality. All the team names are correct, though the divisions don't reflect real football. Players are fictional, but you'll recognise surnames – you might find a K Cantona playing for Preston North End. Or something. This is a good thing, because when real players are involved you always have preconceptions about their ability. Here you rely on your own guile and nous.

Another clever touch is the team talk, during which you can instruct each player by selecting any two from six instructions. If, say, you've got a skillful full back, you can tell him to, 'push up' and 'run with the ball'.

Anco have gone the whole hog, here, including as many elements of

football management as they could cram on to three disks. Alan Hansen imparts pre-match predictions, while the *Anco Times* reports on your matches.

The stadium has eight rooms: board, press, archive, physio, coach, finance, manager and boot rooms. Whether you get tired of clicking around the place after each game depends on how dedicated a manager you are.

Player Manager 2 is certainly not for the faint of heart. Whether you're worrying about upgrading your stadium capacity or getting a 'vote of confidence' from the board, you can be sure that you have to really graft to get something out of this.

The arcade section is a little pointless, simply because none of the views, nor the arcade game can hold a candle to *Sensible Soccer*. The isometric view is unplayable, though great to watch.

No, this is a management game, and one which requires both application and patience. Thankfully you can glean satisfaction from buying, selling and managing, but to get ultimate control of your club you'll have to work hard.

Certainly impressive and £10 cheaper than most, but you may end up with more grey hair than Bobby Robson. ☹

MY WORD, FOUR VIEWS



Isometric: unplayable, but great to watch the games, if you've got the time.



Sideview: simply a smaller version of the arcade game *Kick Off 2*.



Perspective (as it's called) quite fun when you're actually playing.



Top-down: the same view as the original *Kick Off 2*. And the Coverdisk demo.

PLAYER MANAGER 2

Publisher

Anco 01322 292513

Price

£19.99

Versions

A500/600/1200

System requirements

1Mb

Release date

Out now

Graphics 8 out of 10

Certainly an attractive and easy-to-use layout.

Sound 3 out of 10

Mostly silent, but horrible 'white' crowd noise in arcade section.

Addiction 8 out of 10

The more in-depth you go, the more you get out.

Playability 7 out of 10

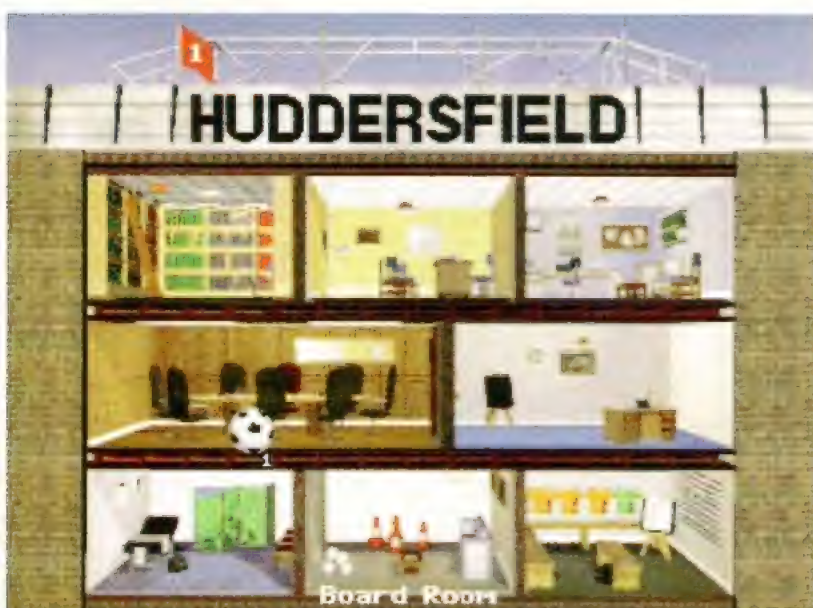
Frustrating arcade section, but elsewhere pretty good.

Overall verdict

A huge, involved and enjoyable management sim – but boy, you have work mighty hard.

81%

■ The follow-up to 1990's *Player Manager* is out at a five-year-old price. Remarkable, eh, Desmond?



The mighty ground that is the Alfred McAlpine Stadium. Traditionalists will probably prefer the original Leeds Road ground but Huddersfield's 'mini San Siro' is a fine stadium. Yes.

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STAR-TREK MANIA

The image shows the VHS cover for the movie "Star Trek: The Motion Picture". The cover is primarily blue and white. At the top, the title "STAR TREK" is written in a large, bold, yellow font, with "THE MOTION PICTURE" in a smaller, white font below it. The central image is a depiction of the USS Enterprise (NCC-1701-A) in flight, set against a dark, starry background. The ship is shown from a side-on perspective, moving towards the right. The overall design is classic and iconic for the Star Trek franchise.

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"English teams only use one leg, but the Europeans use both, in different ways." Hmm. You too can talk drivell in post-match interviews, as Steve McGill shows.



Tactical Manager 2

TACTICAL MANAGER 2

Publisher

Black Legend 01438 840004

Price

£26

Versions

A500/600/1200

System requirements

1Mb

Release date

Out now

Graphics 5 out of 10

Mostly text, so it's a bit dull to the eye.

Sound 4 out of 10

Music during matches or not, so again, a bit dull.

Addiction 4 out of 10

If you enjoy filling in spreadsheets and databases, then it's addictive.

Playability 4 out of 10

The design, the highlights and the results coming in beggar belief.

Overall verdict

Stat heads may get something out of this. Football fans should look elsewhere.

55%

It's called 'conceptual grouping' and it's a theory of logic, which is a discipline related to philosophy.

The idea is that groups of related items should be placed together in a rational, associative manner.

So, for example, if you choose 'File' on a pull-down menu in a word processing package you'd expect to be offered related options for loading, saving and merging files, just as if you choose Edit you'd expect to see Cut, Paste, Delete and so forth.

Conceptual grouping makes for ease of use, ease of learning, and ease on the nerves. In fact, it's the software equivalent of good manners.

Given the layout and design that the gamer's faced with here, an accurate description of *Tactical Manager 2* would probably be 'conceptually unhinged'. Just about every part of it seems to be rude and unhelpful.

As an example of the unfriendliness of the program, take the club selection screen that a new manager is faced with – though admittedly it isn't too bad so long as you stick only to Premier League teams. The manager is taken to a screen jam-packed with the 24 teams of the



A crap user interface is, as we all know, a crap user interface. It's the old cliché. But we kept ourselves going because we believed that the corner would turn. Unfortunately it didn't.

First Division, 15 of which don't have any indication of who they are. When I tried to select Tranmere Rovers, it took several guesses before I got it right.

The question that inevitably pops into your head at this point is why did the programmers choose to do things this way? Why couldn't there simply be a little line of text underneath each icon to let you know who the team is?

Now it may seem as if I'm labouring the point on a small detail here. I am. But there are so many instances of this happening throughout the whole program – transfer of players and selection of managers, to name but two

– that you end up not wanting to play the game because it's so annoying.

And if you want really annoying, you have to wait anything from 40 seconds to two minutes of dead, completely non-interactive time watching results from the Premier League and First Division. That's enough time to strangle both Jimmy Hill and Alan Hansen.

If you want to enjoy yourself playing a football management game, go for *Ultimate Soccer Manager*, *Premier Manager 3* or *Super League Manager*. *Tactical Manager 2* isn't different enough from *Football Tactician 2* to justify looking at.



This is the front end of the program. The box marked 'Premiership' is merely a toggle, yet it's the second largest box on the screen. Jeesh.



Stats literally pour out of this program into the brain of the recipient. The sequel could be called 'Statistical Accountant 3'. Or something.

ACTION REPLAY

Highlights are a key element of any football management game – they should enhance the atmosphere as well as provide the manager with positive feedback about the performance of the team. *Tactical Manager 2* uses the pictures on the right as well as some text that quickly becomes boring. The football pitch has a small animated rectangle which represents the 'flow' of the game. Wow.



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It sneaked in on the CD³² last Christmas and now you floppy people can get your hands on Vision's violent racing game. Steve Bradley investigates.

Roadkill A1200

ROADKILL A1200

Publisher

Guildhall Leisure
01302 890000

Price

£29.99

Versions

A1200

System requirements

A1200

Release date

Out now

Graphics 8 out of 10

Excellent. The attention to detail is finicky.

Sound 7 out of 10

We even like the rousing rock tunes. Can this be a good thing?

Addiction 8 out of 10

Certainly one of the better one-player racers.

Playability 8 out of 10

Splendid car movement and missiles from heaven.

Overall verdict

A fabulous, violent one-player racing game but how we wish for a link option.

80%

■ Even the rumbling rock music inspires you to greater effort – to get more, bigger, better missiles



As you progress through the races, more and more power-ups are available. Not that any are better than the homing missiles which allow you to shoot cars travelling behind you.



Even in death, *Roadkill* is a visual treat. Witness this fine rendered explosion as you crunch the barrier once too often. Not that you were going to win the race – just look at your position.

It was a busy period when the CD³² version of *Roadkill* arrived last Christmas and tall Scotsman Steve McGill reviewed it and... mumble, mumble... I didn't actually play it at all, though I did see the fantastic, rendered 3D opening sequence. But I won't talk about that because it isn't on this version. By Jove I'm excited now, though. I've just ploughed through the

first three courses and already I'm hooked. Back in a minute...

Roadkill, as you can see from a quick glance at the pictures, is an overhead racer. All the best ones are, these days. Overhead, I mean. If *Speedball 2* was a car racing game it would be *Roadkill* – there truly is a splendid helping of violence packed into the three disks.



Six cars to choose from and they all handle superbly. And Cyclone looks pretty cool, huh?

The box bears the Acid Software logo but it's actually written by Kiwi brothers-in-arms Vision. Coded in *Blitz Basic*, *Roadkill* is a graphical treat, with smartly animated cars and even bits of the track that are translucent so you can see bits of a city below – it feels like you're driving ridiculously high up.

You can choose from six cars, which admittedly all seem rather similar, and drive against eight different computer opponents. Along the way you can collect missiles and rockets to blow the other cars off the road. It's all terribly thrilling.

The homing missiles are enormously satisfying because you don't need to bother aiming at anyone, just let 'em go and watch the nearest car perish horribly. Take out a few and a voice shouts, "Jackpot!" before imploring you to blast one more to "Get the super jackpot!", which just means you receive potloads of cash, though you can't spend it on anything. But a gratifying achievement, it has to be said.

Not that this is the only way to take out opponents. Each track has a Kill Zone which consists of a short section with spikes either side, so you bump your rivals to the side and it's goodnight, friend.

Tactically the game's a minefield. Do you concentrate on collecting missiles – which means taking a certain line – and blow away as many of the rabble as you can, or just go for victory by driving like the wind and keeping your nose clean? Go on, kill them – it's a lot more fun.

You don't get to see much of the track in front of you so it's best to keep one eye on the scanner, which shows you as a microdot. This helps when anticipating the corners but often means



As you unleash the missiles, so your financial reward increases. Listen out for the invisible commentator who implores you, to "Go for the super jackpot!"

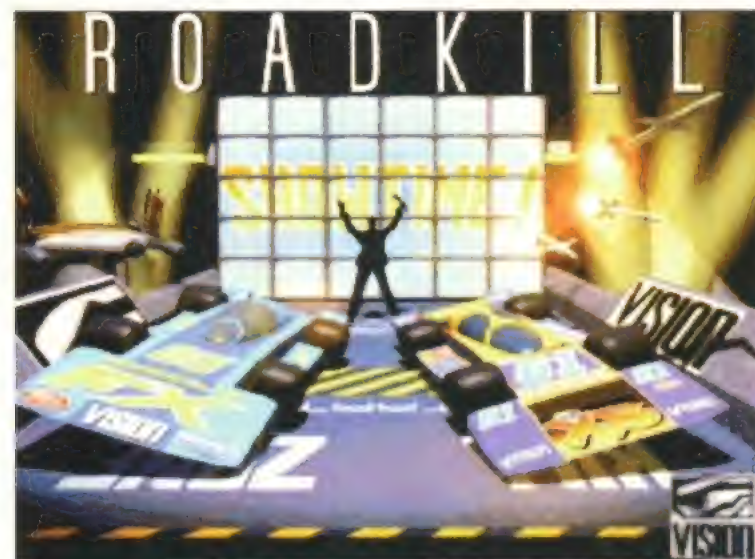
you can miss out on some of the oh-so-important power-ups.

Some of the tracks are a little weird, with strange, pointless loops that drivers of a sneaky disposition will soon realise can be missed out for a quick short cut. Lose three points, Vision, and do not pass go. Mind, don't try it later on, though, because your lap won't count.

Gain two points, Vision, for the practice lap is a neat touch, allowing you to pootle around checking out where the pick-ups are and which bends you have to slow down for.

Roadkill has three difficulty levels and options for three to five laps, and those with a joypad will find it easier than those without. The old joystick and keyboard scenario – a tad tricky.

Roadkill is a racer with tons of atmosphere. The invisible chap who growls instructions, the music (even the rock music) inspires you to strive, regardless of how your armour is. And sure, though it's a fairly standard top-down racer, with no link option or two-player mode, and it costs thirty quid, the attention to detail ensures that you forgive the sins.



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Once they wore mighty dungarees 'til they were left naked but for green underpants. Steve Bradley investigates the dilemma that is *Timekeepers*...



Timekeepers

TIMEKEEPERS

Publisher

Vulcan Software 01705 670269

Price

£12.99

Versions

A500/600/1200

System requirements

1Mb

Release date

Out now

Graphics 7 out of 10

It looks like Valhalla.

Sound 8 out of 10

We like the hollering and bellowing. Oh yes.

Addiction 8 out of 10

For a while, until your hair falls out.

Playability 6 out of 10

Frustrating, but still occasionally rewarding.

Overall verdict

Huge, complex and reasonably good value for money, but casuals need not apply here.

65%



Behold, we are the mighty Timekeepers and we've come to save Belgium hundreds of years ago from nuclear reactors. How mighty we...

There's a short animated sequence at the start of this game, right, and all these little ET wannabees (they are the Timekeepers, as it happens) are about to be transported to the first level.

They're all wearing what appear to be blue dungarees and standing on a teleport, when, in the winking of an eye, a large finger appears, presses a button and their dungarees drop to the ground revealing, and we kid you not, green underpants. GREEN UNDERPANTS. Oh, the humiliation.

So, *Timekeepers*. Sixty puzzle levels split into four worlds: Hieronymus Land Two Million BC (in Belgium), Medieval Land 1245, Vietnam Land 1966 (hmmn) and Space Land 2001. Their task, to disarm 20 nuclear devices. I'm sure you missed one, eh lads?



...are... damn! Where have our most sacred dungarees gone? How can we tackle the warlord Wilhelm wearing just our green underpants?

Anyway, I'm on one of the Belgian levels and I'm two men down (still got 12, though). Sensibly, I freeze the frame. Fires blaze in front of my weary Belgian liberators. If I don't drop in three upward and downward facing arrows pronto, six will perish before you can say "Valhalla: Before the War".

Then there's the sneaky chap who's about to cross the bridge WITHOUT MY BLOODY PERMISSION (just think of Michael Caine when you read that bit) and unbeknown to me there is a fire just over the other side. And this bridge, it has a special seat, so only one can go over at a time, and if the fellow perishes in the fire on the other side of the bridge, the seat, obviously, remains on the other side, leaving you stuck. By Jove, is this game not difficult enough without requiring the reflexes of Andre

Agassi before you start? And the worst thing is, despite the horrendous design of this level, I'm enjoying the game.

I like the way you manoeuvre one chap around the level to face an alien foe before clicking on the aggressive fanged teeth icon. When the two meet face to face, they holler at each other before the alien perishes. Clutched my sides for a while, I did.

Be in no doubt that *Timekeepers* is immensely tricky. Even the early levels bedevil you. It's like *Valhalla* meeting *Lemmings* in a maze. In the dark. Those with the patience of Job should find solace while mere mortals will screech at the screen, simply because *Timekeepers* expects you to think of so many things at once. However, it's fun, if frustrating, and *Valhalla* fans will surely rejoice in the speech.

■ **Valhalla meets the Lemmings in a maze. In the dark, and in the middle of nowhere.**



Use the spanner icon on the orange button to unblock the gaps. Use it on the funnels and a huge green bird swoops over, picks you up and drops you over a wall. This may be a bad thing.



You have to be speedy with the mouse to make progress in *Timekeepers*.



Touring Car Challenge

OTM 01827 312302 ■ £24.95 ■ A500/600/1200 ■ 1Mb ■ Out now

Steve McGill finds out why Touring Car racing is a completely different ball game from *Formula One Grand Prix*.



You can effectively play this game and win a season by using only three of the icons shown here.

up the inevitable monotony that text-based management games induce.

The sport of Touring Car racing is a major force in motor racing, both from the competitors' and the spectators' points of view. It's my favourite motor sport and that's why this program looked particularly alluring when plonked on my desk.

The advertising for the game boasts "Stunning race events including qualifying, crashes, spins, car failures, stop/go penalties, weather changes and pit stops". Not only that, but it also flaunts three levels of race highlights with accurate car and circuit designs. "Sounds excellent," I foolishly thought.

Within the first three races I started getting a feeling which could still not be dispelled three full racing seasons later. This game is an unmitigated non-event; a non-achieving, non-aspirational, non-inspirational, non-entity.

It's a throwback to the bad old days of *Football Manager* on the Spectrum. Not that that was a bad game in its time, but *Touring Car Challenge* doesn't actually present the gamer with any challenge or entertainment beyond the confines of an exceedingly simple text-based management simulation.

Sure, there are graphics here, but they don't actually have any significance either to the game or the mechanics of the game's engine, other than breaking

Most of the features mentioned in the advertising – weather forecasts, wet races, and news reports – are merely text messages informing you of minor events in the background, presenting the player with no benefits whatsoever other than letting him know he should think about changing tyres before or during the race.

The three levels of highlights are a joke, because all the highlights actually consist of is watching the participants whizz past the starting line. This lets you see who's in the lead and where your drivers are, but you're continually updated on this from the lines of text above the highlights screen anyway.

Don't even consider buying this. It looks as if more money's been spent on the promotional literature inside the box than on the game. That's bad.



Those stunning electrifying highlights in full. Gasp as your text name moves up the list.

EXCLUSIVE!

WHY GAZZA REALLY CAME BACK TO BRITAIN

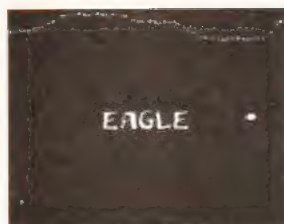
*Paul Gascoigne as he would look in Rangers kit, courtesy of the miracle of electronic picture re-touching. Phew, technology eh?



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TOTAL FOOTBALL

THE ULTIMATE FANS' MAG



This is the bit where we talk about plus-fours and V-necked jumpers. And checked trousers. Steve Bradley gets all Sensible about golf...



Sensible Golf

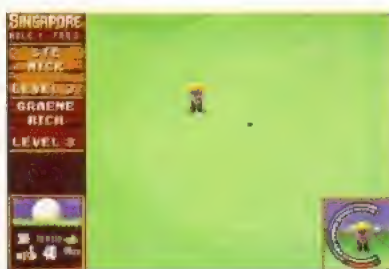


In golf, you can 'make a birdie', 'hit an eagle' or even 'score an albatross'. Which hardly seems like sufficient excuse for this witty cartoon.

Sensible Software are renowned for producing games with the odd 'quirk' and this one has more than its fair share. Here are just a few of them. This won't take too long.

One particular hole, a par four on an island surrounded by water, can be reached in one stroke. If you don't quite reach the island and land in the drink, then naturally you're returned to just in front of the tee. If, however, you whack the blighter with a large wood and it

Because it's Sensible, you expect a tiny little man and a few quirks. And that's just what you get.



A straight putt here. Only an armed attack helicopter can stop this from sinking.



Clearly, a run to the pin with no problems. But no, for there is a tree branch.



And that tree branch can lose you shots galore. Just a little 'quirk'.

OUT OF BOUNDS



rolls over the back of the green into the water (which it nearly always does), despite losing a shot, you still get to chip for a birdie.

On occasions, when you're quite clearly on the green, the little caddie in the computer only lets you have a pitching wedge. Other times, you can be resting by a tree (the ball can be resting, that is) yards off the green and it automatically gives you a putter.

The collision detection with trees is very odd. A ball rolls seemingly harmlessly under the branches of a shady tree, when lo, it comes to a halt at the sight of the first branch. And at times, when you've shot out of bounds, you think you're blasting away from the trees, only you still end up whacking branches and getting called "Out of bounds" by some chap with an American accent. Annoying.

And on some holes, the computer players are virtually guaranteed to keep whacking the ball in an attempt to get over trees to the green or a choice part of the fairway, but will go out of bounds loads of times until they make that perfect shot.

Putting is the toughest of the golfing disciplines, and the vast amount of little arrows baffles one. It's very much a case of hit and hope, and only experience leads one to success. And luck. And skill. Damn.

The holes themselves. Some of them have more sand than fairway, others are ridiculously wet, littered with ponds. And you can hit the ball from in the water. Yes, sometimes it splashes near the bank, no water hazard is called and you get to thwack through the pond - making, admittedly, a tremendous splashing noise in the process.

And the little man actually got stuck in a tree once.

Phew! Now this might seem like Attack of the Monster Quirks from Hell, but before we go further, I have to hold my hand in the air and say: "I like *Sensible Golf*". It's a golf game quite unlike any other, and one which could have floundered badly.

Captain Quirk

An overhead arcade-style game might seem to be a quite unsuitable approach for a sport that was once described by Oscar Wilde as "a good walk ruined". Yet this holds together remarkably well, despite the above 'quirks'.

Hopefully you played our neat, five-hole Bath Waters demo last month and



Putting would be very easy, if it weren't for the fact that it's actually incredibly difficult. All those little arrows don't make it easier to judge pace and direction.

you've got a reasonable idea of how the shebang works. For sinners who missed the sermon, it reads thus. You are a little man. A man who can choose the colour of his skin, hair, trousers and jersey. You have thirteen golf clubs and 25 courses to walk, each course being made up of 72 different holes, and the whole assortment is scattered liberally throughout with changes in graphical style for good measure.

The game itself? Well, it's far removed from *PGA European Tour*. There's no wind to worry about, just the problem of hitting the ball straight and true and to the pin.

It works like most other golf games – three button-clicks on a semi-circular bar with swing and hook – but here, if you want to gain the maximum yardage that can be squeezed out of the club you're using, you have to click the button at the very end of the bar, which basically means you're often better 'going down' a

club and giving yourself more leeway on the strike.

Sensible Golf is blessed with options; tournaments galore, multi-player, four difficulty levels for computer opponents, that type of thing. Good. We like this. But it's more a multi-player game than *PGA*, mainly because of the speedy pace at which it runs. You can rattle through eighteen holes with four human players in an hour and some.

Another reason for preferring to play with flesh-and-blood opponents is the blinding accuracy of the computer players, particularly on their second and third shots. It knocks the old confidence when they're banging the ball straight in to the hole from 140 yards.

Course it is

A factor in your favour is that the play is pleasantly intuitive. You can crack a six iron 150 yards and it will occasionally sink, but it mostly don't. It certainly doesn't pay to be brave, though. Attempting to sneak over that last bunker, or the final pond by the green often ends in disaster because the club yardage includes bounce and roll.

And putting can be a lottery. The greens are littered with directional arrows but the accuracy required when judging the shot and pinpointing the



Corks, you can even put your own names in and stuff. These people think of everything. Apart from good collision detection on the trees and sensible course design, of course.

pace ruffles your feathers at times. A little more detail would be appreciated.

Don't expect realism from *Sensible Golf* – it's arcade fare, pure and simple, which is what makes it refreshingly different from the rest of the *PGA* wannabes. *PGA Tour* is the benchmark and *Sensible* sensibly decided to go for a whole new ball game which, despite its 'quirks', is rather fun.

Sure, it rather pales when compared with their other games; it hasn't nearly the longevity of stalwarts like *Cannon Fodder* and *Sensible Soccer*, but it ain't as bad as some feared it would turn out. It's enormously pretty and even has the odd humorous touch – a sarcastic round of applause as you hack and miss.

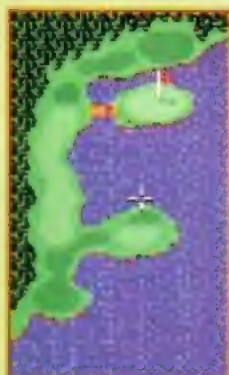
No doubt the *Sensible* name will ensure *Golf*'s success and thankfully they haven't rushed it out – it was originally pencilled for release last Christmas. It still isn't even nearly perfect, but I forgive its eccentricities because I thoroughly enjoy playing it. And that's what counts, right?



Robbed we was. And they were using the wrong sort of balls. And illegal clubs, too.



THESE HOLES, THEY ARE DAFT



Hmmn. This par four is best overhit because if you go in the drink over the back, you still get to chip for a birdie.



Hrrummph. Stupid, eh? Where could they get all that sand from? And who put that pond there? Own up.



Daft fairway behind the tee scenario, here. Behind the tee. How bad do they think we are at this game?

SENSIBLE GOLF

Publisher

Virgin 0181 960 2255

Price

£29.99

Versions

All Amigas

System requirements

1 Mb

Release date

Out now

Graphics 8 out of 10

Thoroughly, predictably *Sensible*. *Cannon Fodder* golf courses.

Sound 7 out of 10

Splashes, thwacks and a bit of speech. And some birds tweeting.

Addiction 8 out of 10

The speed at which you skip around ensures you won't get bored.

Playability 7 out of 10

Abovementioned 'quirks' apart, it plays golf to a tee.

Overall verdict

An ambitious style of golf, sure, but *Sensible* have just managed to pull it out of the bag.

81%

SUPER LEAGUE MANAGER CD³²

Publisher

Audiogenic 0181 424 2244

Price

£29.99

Versions

CD³² only

Release date

Out now

84%



Super League Manager CD32

The first football management game to hit the CD³²? By Jove, and footie games top the charts week-in, week-out. Surely someone should have knocked one out before now? Well no. Arise *Super League Manager*, for you are the numero uno. Thankfully for CD³²-ers, it's one of the best examples of the genre.

No real players here, for it's a mythical setting as you take the helm of struggling Folkford United, nicknamed 'The Hoofers'. It's reckoned that hard-nosed chairman Les Wilkinson is looking

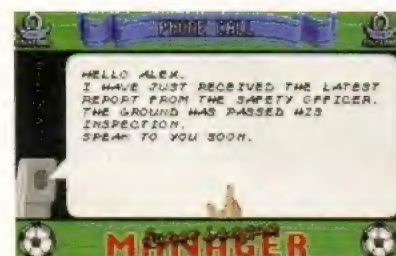
to flog your home ground to property developers. The Folkford job, Brian – the most difficult in the league?

The manual (not that we talk about such things) is excellent, detailing brief histories of all the clubs. And the game, rather than bombarding you with stats, instead offers just a few thoughts about each player, which leaves you free to coach and find out who's best in what position. Sure, this is a tough, time-consuming game, but you really feel part of the set-up – with other management sims you can never truly believe you're the gaffer at Old Trafford.

Also included is the arcade game *Wembley International Soccer* and once every few weeks, when you appear on

Match of the Day, you get to play the fixture yourself. The secret lies in keeping a record of your players' marks out of 10 in the local newspaper reports and varying the team's training. Definitely worth investing in.

Steve Bradley



Phew! At least you won't have to fork out piles of cash on the ground. Stock the drinks bar.



The manager's desk is the most important area – remember to water the plant, mind.



Listen to your trainer because his advice is crucial when picking your team for Saturday.



Be in no doubt that *Desert Strike* is a helicopter shoot-em-up out of the top drawer

Jungle Strike CD32



Make full use of that CD³² pad and access all your mission info at the push of a button.

The follow-up to *Desert Strike* disappointed some, particularly after we'd been charmed rotten by Binary Asylum's *Zeewolf*, but be in no doubt that *Jungle Strike* is a helicopter

shoot-em-up out of the middle-to-top drawer. Again, it's mission and task-based as you hover the skies, picking off targets with bullets, hydrazes and hellfire rockets. This time, though, despite obvious graphical similarities to its predecessor, the missions are more searching, the terrain more varied and there are more craft to ride, including a stealth bomber, bike and hovercraft.

Perhaps mindful of the somewhat xenophobic overtones of *Desert Strike* (evil General Kilbaba, Middle Eastern despot), the first mission sees you, amongst other things, attempting to rescue agent Akbar, a friendly turban wearer, though jingoism remains rife.

Washington DC is awash with terrorists and the President and local library are at risk as you blast vans, rescue hostages – you know the sort of thing. There are nine campaigns to do, each with several missions, but despite this bloating of the original, you spend far too much time scuttling backwards and forwards.

And controlling the chopper is far less enjoyable than, say, the mouse-controlled *Zeewolf*, because you're always at the same height. And it's less intuitive. Sure, there are good things here (and *Zeewolf* isn't available for CD³²) but after a while you'll be glad of that password system.

Steve Bradley

JUNGLE STRIKE CD³²

Publisher

Ocean 0161 832 6633

Price

£27.99

Versions

CD³² only

Release date

Out now

82%



Graphically it's not a vast improvement on *Desert Strike* but the facilities are better.



Stealth bombers and hovercraft are vehicles available for your delectation. And bikes, too.



You're always at the same height, so don't try to fly over the building dead ahead.

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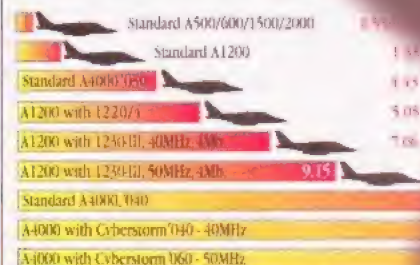
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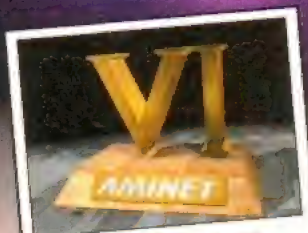
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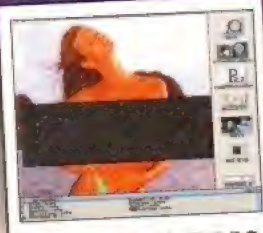
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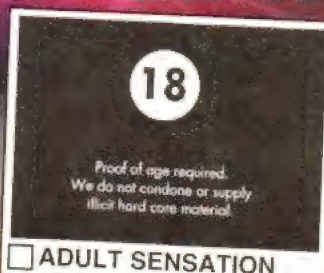
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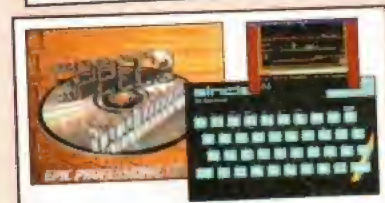
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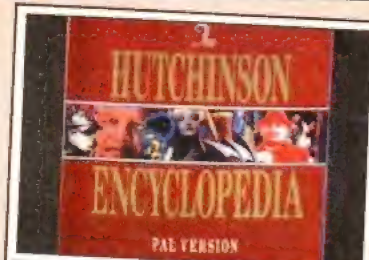
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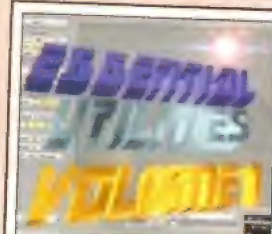
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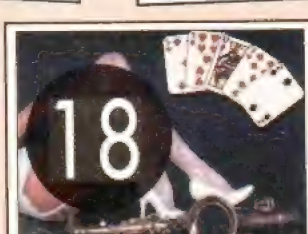
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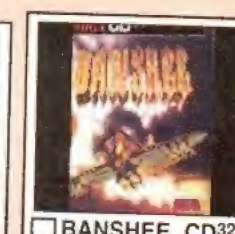
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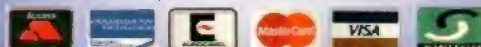
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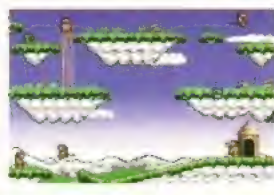
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Settle back, perhaps with a pipe,
as Steve Bradley addresses this month's
re-releases. Worth having a cup of tea
handy, too. And maybe a biscuit.

Re-releases



80%



HELP! COMPILATION

Acclaim 0171-344 5000 £39.99

There's only one dog here and it's no mongrel, just the dull *Lemmings*-style evolutionary puzzler *Humans*. Levels aplenty, just not as imaginative as its more popular counterpart.

But *Cool Spot*'s better. A swinging platformer with somewhat odd parallax scrolling – when you jump from side to side the screen jerks wildly. Unnerving. But *Cool*'s an endearing fellow (for a spot) – a spot-collector, balloon-swinger and all-round dude. A tricky performer, this, and welcome in the collection.

Sensible Soccer. You know it. The best Amiga game (apart from *Sensible World of Soccer*).

Desert Strike is an arcade helicopter romp, though only four missions long, more's the shame. You hover around

blasting buildings, soldiers, jeeps and stuff while collecting POWs and dropping them back on your ship. Not as good as *Zeewolf*, but still filed in the near-greats department.

To *Push-Over*, then. Here's how great *Push-Over* is. We got a letter from a Granny in her eighties asking for level code 73 (or something). 'A great-looking platform puzzler' would be a fairly succinct description. You set up blocks so that your first (and only) push knocks everything down. Like dominoes, only on your computer, see? Fine.

Road Rash bears little resemblance, though, concentrating its efforts on motorcycle racing and violence. You kick, thump, swing batons and generally cause mayhem in your attempts to get to the finishing line first. Marvellous at first, but it drags when you've overtaken everyone. Oh and there are cars and

police on motorbikes to avoid, too. So, the compilation is for charity, it's 40 quid and pretty good value at about six and a half nicker a game.

FLASHBACK

Kixx 0121-625 3311 ■ £16.99

Reviewed AF45 93%

A timely re-release for *Flashback*, we at the AF Control Centre reckon. The year is 2142 and scientist Conrad Hart has discovered that loads of really important people are actually alien interlopers. A 'loses memory, gets caught, gets away' scenario ensues and Conrad's task is to regain his memory and return to Earth to warn human folk of bad aliens.

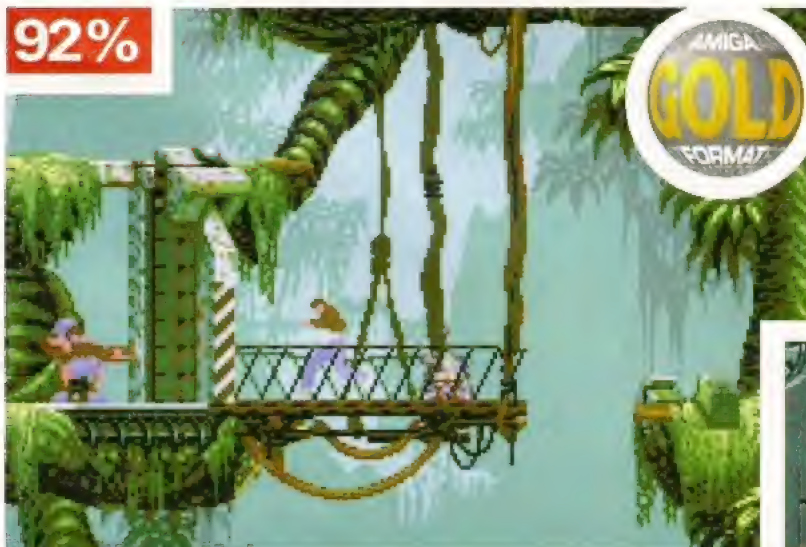
Flashback is one of the best-looking Amiga games. The sprite animation is slick, the graphics cinematic and the action swaps between shoot-em-up, adventure, puzzle-solving and platform scampering. And there's seven levels of it, varied to boot.

You don't have a lot to go on at first, just a message to meet someone, but it isn't long before you're under fire from mutants with machine guns in dense foliage. Get through the jungle and you're in the city, guards patrolling the streets as you sneak about tripping switches, shooting the swine and trying to get enough cash together to get back home. A fine game.



HELP! COMPILATION: Six whole games, and all for just 40 sovs. All in a good cause, too. The best of the lot is *Sensible Soccer*, but of course you knew that anyway. *Desert Strike* is fine, *Cool Spot* is dandy and *Road Rash* kicks rump. Oh yes.

92%



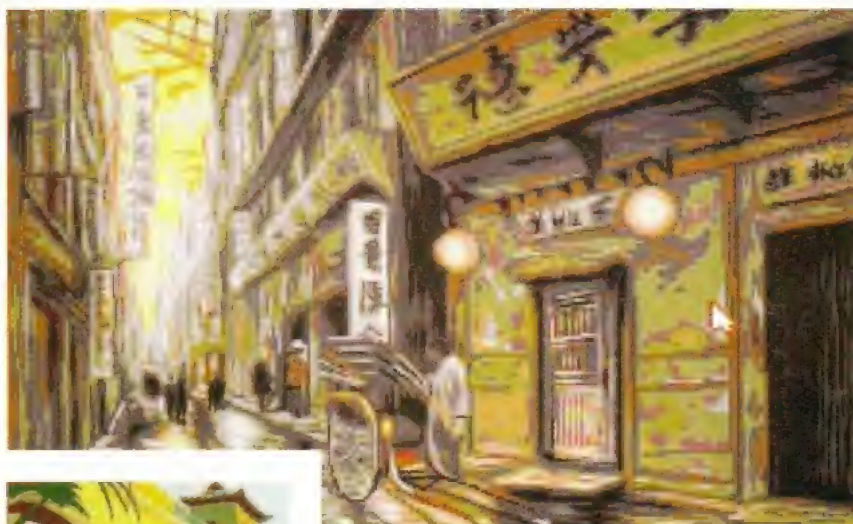
FLASHBACK: Conrad bravely steps in when other, lesser men would wander away with a resigned shrug. Mind you, when he gets through that door he'll get his head blown off.



Continued overleaf →



FLASHBACK: 'What on Earth is this?' would seem an apt caption.



HEART OF CHINA: Not many decent point 'n' click graphic adventures around these days, so trawl the archives one must. It ain't *Monkey Island* (and, indeed, what is, apart from...) but those with a hard drive should enjoy this romp in Asia.



HEART OF CHINA: Feeling Lucky? Then examine the graphical splendour of yon computer game. Very pretty.



HEART OF CHINA

Kixx 0121-625 3311 ■ £16.99

Reviewed **AF32 90%**

A point 'n' click graphic adventure game set in 1930's China. The daughter of a rich baron (have you ever heard of a poor baron?) gets kidnapped and you, pilot Jake 'Lucky' Masters, must save her. Why? Because you owe rich baron much cash. It's a rescue-lass-debts-cleared-and-you've-done-me-a-favour scenario, see. A sort of Indiana Jones game without the fate of Atlantis

Heart of China uses something called the Dynamix Game Development System (DGDS) which is a posh way of saying you interact with the characters by trawling the mouse around the screen – icons appear and you click on whatever you fancy doing. It works in the first-person perspective, unlike most adventures where you view the action second-person. Your first task is to hire yourself a feisty martial art-ing accomplice, a chap who can kick people in the hat at the drop of a chin, a

chap who wears a black balaclava even though it's 114 degrees in the shade.

You have to be quite careful when interacting with other characters; say something out of turn and you might regret it later when you want a favour.

Heart of China looks great. The graphics have a cinematic quality and there are animated sequences which pop up now and again to let you know what's going on elsewhere. And best of all, there are always different paths to take which makes it rather less linear than most of its ilk.

ROME AD92

Kixx 0121-625 3311 ■ £16.99

Reviewed **AF40 77%**

Humorous, aspirational, 3D, point 'n' click, adventure. All words which can happily be used to describe *Rome AD92*. It looks a bit like *Populous 2*, though the game is far more tongue-

in-cheek, with characters such as Seganus Megadrivus and Nintendus Gameboiis, while an arms dealer is called Mafioso. It tickles briefly, anyway.

The basic premise is to rise through Roman society by any means possible and the game is split into six different adventures – the first is set in a fishing village, with your task to persuade a boatman that you're more than a mere slave. Unfortunately, because a volcano has erupted, everyone else in the village is doing the same.

The control method is a little awkward and the characters are rather lacking in – ahem! – character, but it's quite enjoyable enough to make you want to potter around Rome for a day. And the humour helps enormously to disguise what is really just a slightly above average adventure game.

ROME AD92: Attention! Ageing 3D point 'n' click adventure game is being re-released. Read body text for further details. Thank you.



72%



ROME AD92: The humorously named Seganus Megadrivus and Nintendus Gamboiis feature, though curiously there is no one answering to the name 'Wherecanibuyus Anamigerus'.

83%



ISHAR 2 A1200 AND A500

Daze 0171 372 7435 ■ £9.99

Reviewed AF50 79%

It's a joke of quite tragic proportions, but I'll tell you anyway, even though you probably know it. Every time someone in the office says, "Ishar 2", a voice will always pipe up, "Bless you!". Clutching your stomach? Barely able to breathe?

Oh well. A re-release after a year-and-a-bit for *Ishar 2*, and nicely priced at under a tenner, too. An RPG, of course, *Ishar 2* is Silmaril's follow-up to the massively popular *Ishar* and has an even larger playing area than its predecessor – some three times bigger, they reckon.

Assemble a crew, ramble around, hack people and slash monsters, solve the puzzles and cast spells. That's what you do in most RPGs. Only *Ishar 2* looks better than most, with faded backgrounds which give decent depth. Truth be known, it isn't vastly different

ISHAR 2: Hot news item. Daze are releasing an *Ishar* trilogy for a princely £30, so if you want all three hold your horses for just one moment. Review, we promise, next month. Cheers.

from its predecessor, but because they got it just about right first time around, this hardly matters. You do spend rather too much time wandering about the shop but *Ishar 2* dances on the the right side of playable action and attractive visuals. Success, indeed.

SUBWAR 2050

PowerPlus 01276 684 959 ■ £16.99

Reviewed AF67 84%

MicroProse's most recent simulation was reviewed back in the January issue (yes, this year) and already it's being re-released – those that payed £35 will, no doubt, feel mighty peeved that it's now half the price.

So *Subwar* is a submarine sim, but rather than concentrating its efforts on ensuring that everything sticks rigidly to the laws of physics to the last really proper degree, as most sims tend to do, *Subwar* shouts playability. Loudly.

You shuffle the seas as quietly as possible, sneaking up on and blasting enemy craft. So it's a submarine sim which works a bit like a flight sim and, despite the rather dull polygon graphics, *Subwar* is as playable an underwater sim as there is. On the Amiga.



SUBWAR 2050: And not, as AF reviewer Steve McGill called it, *Subwar 2025*. As fortune would have it, *Subwar* is an excellent game, addressing the issues with candour and no little splendour.

87%



ON THE BALL: WORLD CUP EDITION

Daze 0171 372 7435 ■ £12.99

Reviewed AF63 80%

The first football management game as soap opera, *On The Ball* replaced the familiar reams of statistical information that we've come to expect from football management games, introducing in its place player psychology. A player's performance can be affected by his domestic life, by the coach's confidence in him and by many other aspects of everyday life.

The footballer as human being rather than set of numbers. Interesting. *On The Ball* looks good, too, with watercolour backgrounds, and the match highlights are truly excellent with fine graphic representations of matches. There isn't another football management game like this and, as such, it's one of the best you'll play, particularly at this bargain price. Note: The A1200/A4000 version is hard disk only.



**ON THE BALL:
WORLD CUP EDITION:** The first football management game to introduce the more human aspects to the genre. Most certainly worthy of investigation.



SUBWAR 2050: And this was only released back in January of this year. But *Subwar* is a fine game, which sees one sneaking the oceans blasting foreign craft with abandon.

84%



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SEND IT IN

If you have a hint, tip or cheat to share with other Amiga gamers, write to: Steve Bradley, GameBusters, Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW. Or better still, send it on disk.

A selection of top tips and carefully crafted cheats to help you on your way through the weird and, yes, wonderful world of games, brought to you by Steve Bradley.

GameBusters

Match Statistics			
MILAN		TORINO	
01	F. ANTONIOLI C	01	G. ZUNICO C
02		02	
03	P. MALDINI	03	R. COMPAGNO
04		04	
05	A. ORLANDO	05	T. NAPOLI
06		06	
07	D. JARASAKO	07	H. LENNE
08		08	
09	M. VAN BASTEN	09	H. NEGRI
10		10	
11	R. DONADONI	11	M. RUFINO
DEFENCE - 75% DEFENCE - 34%			
MIDFIELD - 61% MIDFIELD - 35%			
ATTACK - 16% ATTACK - 22%			
ATTEMPTS - 2 ATTEMPTS - 3			
ATTENDANCE - 28484			

In *Championship Manager Italia* many of the top foreign players don't do particularly well when they move to Italy, so it's best to make sure you have plenty of Italian players in your team.

CHAMPIONSHIP MANAGER ITALIA

Reviewed ■ AF58, 85%

Domark ■ 0171 780 2222

Here is how I win at *Championship Manager Italia*.

The best clubs

The best clubs to manage are Roma, Inter and Napoli. These all have healthy bank accounts and some good young talent, as well as some more experienced players.

The three foreigners rule is a pain, so before bringing in any new foreign talent wait until some of the older foreigners have retired.

Money matters

To increase your money use the retirement tip from a previous *Amiga Format* - wait till the player is 30, then, at the end of the season, transfer list him for as much as possible, insure him and don't give him a shirt number. He will retire in the close season.

The best players

A lot of the foreign players don't settle or do very well when they move to Italy, including many of the big names. So it's a good idea to buy as much Italian talent as possible because if they are called up for international duty their value hits the roof. Here are the best Italian and foreign players...

Transfer News			
PLAYER	FROM	TO	FEE
P. WARRHURST	(ENGLAND)	VICENZA	2700K
M. P. P. P.	(SERIE-C1B)	PESCARA	1200K
G. P. P. P.	(HOLLAND)	TORINO	3500K
J. J. J. J.	(SERIE-C1A)	COSENZA	2200K
J. J. J. J.	(ENGLAND)	FIorentina	1500K
E. E. E. E.	COSENZA	LECCE	750K
E. E. E. E.	GENOA	PALESTRO	2100K
D. D. D. D.	LUCCHESE	CESENA	1200K
D. D. D. D.	(ENGLAND)	MODENA	1500K
A. A. A. A.	(SERIE-C1A)	F. ANDRIA	1400K
A. A. A. A.	VENEZIA	PESCARA	150K
G. G. G. G.	(SLOVENIA)	LAZIO	650K
G. G. G. G.	(SERIE-C1A)	ACIREALE	1200K
G. G. G. G.	(FRANCE)	INTER	6300K
G. G. G. G.	(GERMANY)	INTER	2600K

Check out the list of best players (below) to help you in your transfer dealings.

Italy

Guiseppe	(Lazio)
Nicola Berti	(Inter)
Diego Fuser	(Lazio)
Marco Simone	(Milan)
Stefano Eranio	(Milan)
Federico Pisani	(Atalanta)
Roberto Muzzi	(Roma)
Gaetano Beninato	(Serie-C)
Gianluca Nistri	(Serie-C)
Angelo Peruzzi	(Juventus)
Marco Lanna	(Roma)
Gianluca Pagliuca	(Sampdoria)
Benito Carbone	(Torino)
Pierluigi Orlandini	(Atalanta)

Foreign

Bebeto	(Spain)
Ilie Dumitrescu	(Romania)
Tim Flowers	(England)
Darren Anderton	(England)
Mauro Silva	(Brazil)
Sinisa Mihajlovic	(Roma)
Tomas Hassler	(Roma)
Abel Balbo	(Roma)
Alen Boksic	(Lazio)
Igo Shalimov	(Inter)
Ruben Sosa	(Inter)
Daniel Fonseca	(Napoli)

The tactics

Set your formation as 4-3-3, set style as Long Ball and arrange the players thus:
1. GK, 2. Centre Def, 3. Centre Def,
4. Centre Mid (Forw), 5&6. Centre Mid,
7. Right Mid, 8. Left Mid,
9,10 and 11. Centre Att.

Michael Jenkins,
Swanwick, Southampton



Do some serious shopping with our *Chaos Engine* cheats.

THE CHAOS ENGINE

Reviewed ■ AF45, 90%
Renegade 0171 391 4300

Enter T, V, X or Y at the password screen and when you enter the shop you get piles of lives and heaps of cash.

JETSTRIKE

Reviewed ■ AF54, 71%
Alternative 01977 797777

Level codes

Level one: TDEJQNQL
Level two: JHALMROB
Level three: RZWWUVCP
Level four: VZQRUDOP
Level five: HTETAPOJ
Level six: NFYHOTAR
Level seven: RPSREBSX
Level eight: TREFCPMJ
Level nine: XHYJMVXX
Level ten: HHSFMBQX

CONTINENTAL		Leeds Utd	
NEW STYLE		NEW FORMATION	
01	GOALKEEPER	GK	
02	RIGHT BACK	SWP	
03	LEFT BACK	ANCHOR	
04		DEF	
05	CENTRE BACK	MID	
06	CENTRE BACK	ATT	
07	RIGHT MID	SUPP	
08	CENTRE MID	RIGHT	
09	CENTRE ATT	LEFT	
10		CENTRE	
11	LEFT MID	CAPT	
12	CENTRE BACK	NORM	
13	CENTRE MID	FORM	
14	CENTRE ATT	BACK	
15	CENTRE ATT	BONUS	
GK	GOALKEEPER	SWP	

You don't have to play just Italian teams, but can take on opposition from around the world in friendlies. What chance of Leeds topping the mighty Milan?

Continued overleaf ➔



Welcome to *Desert Strike*, first we'll take a boat up the estuary.

DESERT STRIKE

Reviewed ■ AF68, 87%
Ocean 0161 832 6633

Level codes

Level two: BQQQAEB
Level three: KLJLTOE
Level four: WEIVVJT

Enter BQQQAEZ and get infinite ammo and 10 lives. Enter ONKKQKF for the end sequence.



Vrooom, vroooooooooom and, indeed, vrooom.

LOTUS 2

Reviewed ■ AF29, 89%
Gremlin 01142 753423

Enter DEESIDE to advance to the next level when you run out of time. DUX takes you to a sub game and TURPENTINE ensures the timer stays at 10 seconds.



The grinning puppet of Lucifer fires a ball of flame with nonchalant ease. Flare!

SHADOW FIGHTER

Reviewed ■ AF68, 89%
Gremlin 01142 753423

Try typing these codes on the *Shadow Fighter* selection screen.
TEREKAKKU: unlimited credits.
PARAPONZIPOPO: allows you to fight as puppet Pupazz.
MBARIVIDI/SOCCAFFARIMBARI: allows you to fight as Shadow Fighter.
EBBRAVOSCECCU: type this in at the start of the round and your opponent will lose all their energy (strictly for very sad people).

Special moves

There are nine joystick combinations and each pulls off a special move...

- A:** forward, down/forward, down + fire
- B:** back, down/forward, down + fire
- C:** down, down/forward, forward + fire
- D:** down, down/back, back + fire
- E:** down/forward, down, down/back, back + fire
- F:** rapid fire
- G:** back, forward + fire
- H:** down, up + fire
- I:** jump, down/back + fire

Soria from Belgium

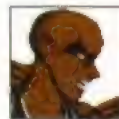
Special moves
Spinning roundhouse attack D



Flying kick G
Double drop heel kick J

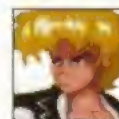
Slamdunk from Denmark

Special moves
Jumping basketball C
Spinning fire kick H
Speed attack G
Spinning fire basketball D
Head spring kick B



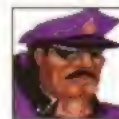
Electra from France

Special moves
Electric body F
Power launch C
Earth power energy E
Electric boomerang D
Double kick H
Spinning jump G



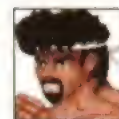
Yurgen from Germany

Special moves
Gun fire D
Power fist C
Earthquake fist A



Cody from USA

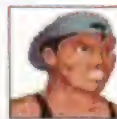
Special moves
Kuto kick A
Fast punch F
Flying power kick G
Kuto fireball D



Kickboxing Soria from Belgium takes on the might of Queen fan Yurgen from Germany.

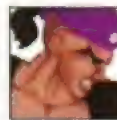
Salvador from Spain

Special moves
Spinning powerball C
Turning flip kick H
Flash panther G



Fakir from Pakistan

Special moves
Genie hurricane D
Mystery fire C
Teleport E
Magic carpet A



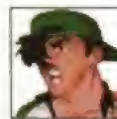
Kury from Tibet

Special moves
Power smash fist D
Body drop C
Rock roll G
Spinning fire hand E



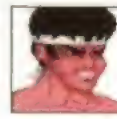
Toni from Italy

Special moves
Burning uppercut A
Spinning fire E
Flame kick B
Massive uppercut H



Lee Chen from China

Special moves
Fire handspring H



HELPING HAND

HAVING TROUBLE, FLOWER?

I'm having trouble getting started on *Operation Stealth*. So far I've got my German passport, telegram, pen, watch, razor and electric cable. I've been told I need a red carnation and a little box but I can't locate them anywhere. Please help.

Chris Girling,
London

Have you swapped your cash with the bank clerk and got Santa Paraguan currency? The flower shop, Chris. They've got flowers - red carnations even, so give some coins to the florist. The little box comes into play at the palace. After you've operated the statue's arm, a safe appears and the inventory on the safe has the little box. Good luck.

SOPHIA SO GOOD

I've been tearing my hair out over *Indiana Jones And The Fate Of Atlantis*. I'm on the outer ring but I don't know how to catch a crab to distract the octopus in the canal. Also (there's always an 'also'), how do you get Sophia out of the cell? Whenever I lift the door to the cell up, she always says she thinks I'm going to drop it on her.

Nick Turner,
Essex

Use the bread with the cold cuts to make a sandwich and then use this to bait the rib cage and drop it in the Crab room to catch a crab. Don't you need to use the hinge pin to rescue Sophia?

SAUR POINT

I recently bought *Jurassic Park* for the A1200 and I'm really stuck on it. Could you give me a hand please?

Barry Grant,
Newark

How about some codes, Barry. Level two - E54C67AA. Level three - D5F4AB62. Level four - E5C4B37A. Level five - 95B48842. Level six - 85A4834A. Level seven - B594935A. Level eight - 85B48842. That'll do for now, eh?

CRUISE FOR A CLUE

In *Cruise For A Corpse*, I've got the key out of Raul Dusentier's and Julio Esperanza's cabin. Then I went to Niklos Karaboudjan's study and unlocked the roll-top desk, read the thank-you note and looked at the bracelet. It's here I get stuck.

Lindsay Burns,
Belper, Derbyshire





Fist of falling sun C
Fire fist D
Fury kick F
Falling nunchaku A

Manx, origin unknown

Special moves
Fire hands A
Cutting claws C
Rolling claw slash G
Tiger pounce attack D
Falling angel I

Top-Knot from Thailand

Special moves
Fast fire somersault D
Spinning kick A
Power combination E
Speed elbow smash G
Hangman's uppercut H

Yarado from Mexico

Special moves
Electric speed E
Spirit power D
Electric body F
Electric splash J
Spinning arms G

Okura from Japan

Electric sword F



Slamdunk is desperate for a timeout. The man with lightning skills pops his ball. Inact. Pupazz takes a hit. At last.

Spinning blade C
Thunder power J
Steel sword A
Teleport A

Toshio from Japan

Special moves
Fireball D
Speed dragon E
Dragon uppercut H
Dragon kick C
Circle of fire A

Krome, origin unknown

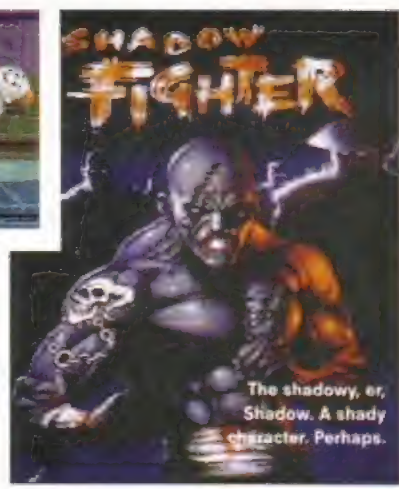
Special moves
Liquid silver attack D
Melting body E

Pupazz, made in Taiwan

Special applications
Bowling ball
Buzzing saw
Electric fence force
Flame thrower
Jack-in-box punch
Head bomb

Shadow, origin unknown

Special moves
Unknown



FLASHBACK

Reviewed ■ AF45, 93%
Kixx 0121 625 3311
Passwords

Section two: BURN
Section three: EGGS
Section four: GURT
Section five: CHIP
Section six: TREE
Section seven: BOLD

IMPOSSIBLE MISSION 2025

Reviewed ■ AF61, 88%
PowerPlus 01276 684959
Level codes

LEVEL ONE - CAR PARK
Section two: ETQFJXXD
Section three: EXQEJDC

LEVEL TWO - OFFICE ZONE
Section one: FBQDDXRE
Section two: FDFQCVXIA
Section three: FJQCHXOM

LEVEL THREE - INDUSTRIAL ZONE
Section one: FNQAYXHI
Section two: FRQYCXVL
Section three: FUQTBXQE

LEVEL FOUR - COMPUTER CENTRE
Section one: FYQOPXEF
Section two: GCQLRXWB
Section three: GGQKTXUF

LEVEL FIVE - CONSTRUCTION ZONE
Section one: GKQJYXDI
Section two: GOQJFXBK
Section three: GSQFDXZA

Ask everyone about the note and the bracelet, go to the rear hall and talk to Dick about everything you've learned so far. Go to the dining room, open the drawer, examine and ask everyone about the wedding invitations, observe Tom and Rebecca courting on deck, ask Hector about everyone and everything and ensure you've spoken to everyone about Tom's ambition and his plot with Rebecca. And Lindsay, importantly... oh, I'm giving far too much away now. You're on your own from here.

PREMIER CHEATER

I am having tremendous trouble with Premier Manager 3 at the moment. Do you by any chance have any cheats to boost my team's rating?

James (some) Hope,
Gosport, Hants

James, if you pop into your local computer store, you can buy the Premier Manager 3 Multi-Edit disk for the princely sum of £15. This allows you to edit (read 'cheat') just about everything. But at a cost.

KILLER CLUE

Have you got any cheats for Team 17's Assassin?

D Baker,
London

If you type in MIDAN on the scores table, you can now get level continues. Also, for special messages, tap in ALIEN BREED, ASSASSIN, BODY BLOWS, OVERDRIVE, PROJECT-X and SUPERPROG.

A-DESPERATE

I'm having trouble with A-Train. I keep running out of money after playing for a short time. Have you got any cheats which will give me some cash?

Philip Nood,
Gosport, Hants

Try typing in CHEATERCHEATERWIMP for some money.

LEND A HAND

If you're having trouble with a particular game or have a solution to a question printed in the magazine, don't keep it to yourself, write it down or send it in on disk and we'll do our best to print it.

Send it to: HELPING HANDS, Amiga Format,
30 Monmouth Street, Bath, Avon BA12 2BW.

LATEST & GREATEST SOFTWARE

Please note: All disks in this advert should work on any Amiga (min memory 1mb) unless otherwise stated. E.G. N1.3 means not Amiga 1.3. A1200 or AGA means A1200 only! 2mb means min memory.

UTILITY SOFTWARE

IMPORTANT Some of the following programs maybe shareware, and you may have to send a fee to the author to get a full working copy.

- PU 207 **SID2 + MULTIDOS** transfer files between the Amiga and a PC
 - PU 663 **CROSSMAC** Read/write MAC disks. Shareware
 - PU 654 **APPLE 2 EMULATOR** Shareware demo version
 - PU 230 **PRINTER DRIVERS** Inc latest Seikosha, Star, & Citizen drivers
 - PU 367 **ESSENTIAL PRINTING UTILS** Banners, labels, cassettes etc
 - PU 727 **IMAGE STUDIO v1.21** Graphics conversion package
 - PU 615 **TERDS v2.3** Totally Excellent Random Dot Stereogram
 - PU 661 **AUTOSTEREOGRAM & 3D DOTS 3D** Picture converters
 - PU 684 **STERIOSCOPIC** ...and another 3D Steriogram producer
 - PU 167 **MULTIPOINT** Data plotting program
 - PU 204 **GATORS GRAPHICS TUTORIAL** Super D' Paint hints and tips
 - PU 447 **MINIMORPH** A nice morphing package, plus a good example
 - PU 726 **PRINT-A-CARD** Pics and templates to produce greeting cards
 - PU 681 **ALIENS** Good picture and animation viewer
 - PU 713 **GFX (A1200 only)** Misc graphics programs
 - PU 240 **FREECOPY V1.4** Removes 'Passbook Protection' on some games
 - PU 426 **LOCKPICK 2** Disk copier which may also unprotect programs
 - PU 551 **ASI DISK ARCHIVERS** PackDisk, P-Compress, All2LHA, etc
 - PU 700 **EXOTIC RIPPER v3** Now rips out just about any music
 - PU 697 **TUDE** The ultimate degrader and enhancer disk
 - PU 421, 427, 623, and 724 **ASI DISK HELPERS 1 to 4 (4 disks)**
- A selection of essential utilities. Includes: DiskSalv2, Dcopy 3.1, Diskmate, Install Master, Assign Manager, SuperDuper 3.1, Bad Format 4.0, ClickNot v37.3, Guiarc 1.22, Mformat, DiskMaster v3.99 DB v2.0...and more!
- PU 625 **SNOOPDOS v3** Dos program problem hunter
 - PU 698 **AIBB v6.5** Latest, get info on your Amiga
 - PU 652 **AMIGA SYSTEM CHECKER** SysInfo, ClockDoctor etc
 - PU 064 **HARD DRIVE UTILITIES** Backup, fixdisk and more
 - PU 548 **REORG V3.11** Hard disk organiser/optimizer
 - PU 564 **WORKBENCH MATE V1.15** HD menu utility
 - PU 574 **DISK SALVAGE v211.3** May recover deleted/corrupt files
 - PU 575 **POWERCASHE v37.115** Speeds up access time
 - PU 576 **HD CLICK v2.7** Clicking menu HD system
 - PU 686 **HD GAMES INSTALLER** Installs: Aladdin AGA, Alienbreed 2, Assassin, Bodyblows, Bubble & Squeak, Elfmania, Goal, Isher2, Jungle Strike, MK2, Rise of Robots, Ruff & Tumble, Stardust, Superfrog, Zool 2
 - PU 721 **EPU STACKER v1.70** Increases HD storage capacity
 - PU 668 **SECURITY v3.71** Good prog to protect your HD
 - PU 425 **MAGIC WORKBENCH** Re-designed workbench, (for w/b 2.0+)
 - PU 536 **MAGIC WORKBENCH EXTRAS** More goodies
 - PU 704 **MAGIC WORKBENCH EXPANSION** ...and more
 - PU 285 **WORKBENCH 3 BACKGROUNDS** enhance your WB 3.0
 - PU 714/6 **ICON ARCHIVE** A massive 3 disk collection of icons
 - PU 728 **ICONTTOOLBOX v2.12** Icon creation utility disk
 - PU 291 **WORKBENCH HACKS** Fun/useless hacks for AGA machines
 - PU 496 **BLITZBLANK** WB 2.04 + Great blanker. Various FX
 - PU 683 **CAPTIONATOR v2.0** Improved TV titler. New fx, fonts, etc
 - PU 712 **PROTITLER** Excellent shareware video titling
 - PU 659 **SCION v3.13** Genealogy program, appears to be well set out
 - PU 680 **GENIE** Another family history data base
 - PU 293-317 **HAM RADIO SET** 25 disks for only £15.00
 - PU 666 **TELETEXT** A hardware & software design project
 - PU 627 **AMIGA FAX** Send a FAX with your modem and this
 - PU 694/6 **TERM v4.2** Latest modem program(3)
 - PU 746 **VIRUS WORKSHOP v4.7** Latest update
 - PU 692 **VIRUS CHECKER 6.47** Latest version

MUSIC UTILITIES

- PE 030-2 **ELECTRONIC MUSIC** Desktop guide to electronic music(3)
- PT 093 **OCTOMED TUTOR** A simple to follow tutor
- PT 165 **MIDICRAFT FREWARE DEMO** Preview of MidiCraft mag
- PT 166 **MIDICRAFT FREWARE DEMO 2** ...and more
- PT 167 **A DROP IN THE OCEAN** ...and more
- PT 168 **GUITAR CHORD DIRECTORY** Latest version
- PT 169 **SONIC DRUMKIT v2.1** Latest version
- PT 170 **DELITRACKER 2** Latest version, plus Utils
- PT 171 **HIPPO PLAYER** Will play 8 track PC Steamtracker mods
- PT 172 **AUDIOMAGIC 11** Latest music utilities
- PT 174 **OCTAMED V4** Great music package. Latest PD version
- PT 173 **SOUND MACHINE v1.5** Converts WAV and VOC to IFF

EDUCATION

- PE 007/8 **LEARN & PLAY** Word & number games for ages 5-10 yrs(2)
- PE 027 **AMIGA BEGINNER** Help and info on the Amiga
- PE 035 **KIDS DISK 1** Alphabet & Colours. Great for pre-school
- PE 047/9 **BACK TO SKOOL 1, 2, & 3** Compilation of education progs(3)
- PE 050 **LITTLE TRAVELLER** World geography info
- PE 054 **ARTISTIX** Superb art package for kids. Recommended!
- PE 058 **WORD FACTORY** Brilliant spelling program

- PE 061 **CHESSTUTOR** Working demo of good chess tutor
- PE 077 **GCSE MATHS** Several lessons and questions
- PE 078 **A to Z PAINT PAD** Nice colouring book based on the alphabet
- PE 086 **KIDS DISK 6** Includes 'Shop' a good money/counting game
- PE 090 **ALGEBRA & TRIGONOMETRY** For 12s and over
- PE 105 **10 OUT OF 10 MATHS** Brill demo of the commercial packs
- PE 109 **SPELLTRIS (n1.3)** Educational Tetris Game
- PE 110/1 **STAR TREK GUIDE** Hyperbook Trek Info(2)
- PE 112/3 **TC SPACETRAVEL** Demo of Space Travel Info program(2)
- PE 116/7 **PHOTO TECHNIQUES** Great photo manual. Good tips(2)
- PE 118/9 **HOLIDAY PHOTOS** How to take pro-looking holi snaps(2)
- PE 120 **WORLD ALMANAC** Super A to Z of countries around the globe

BUSINESS

- PB 002/3 **ANALYTICALC** Superspreadsheet(2)
- PB 015 **TEXT PLUS V3** Great shareware word pro. with spellchecker
- PB 019 **BUSINESS LETTERS** Examples of tricky letters. Useful
- PB 020 **TEXT ENGINE 4.0** Possibly the best 'PD' Wordprocessor
- PB 022 **BBASE III v1.3** Comprehensive database
- PB 023 **FORMS UNLIMITED** Nice program to create Forms
- PB 024 **LAST WILL & TESTAMENT** Examples of wills
- PB 030 **MONEY PROGRAM** Flash accounts/personal finance
- PB 038 **BUDDBASE** Comprehensive database. Great docs for beginner
- PB 042 **EASYSALC PLUS** Dos 2.0 or higher Spreadsheet
- PB 046 **PERSONAL DIARY** Simple electronic diary for the Amiga
- PB 054 **ACCOUNT MASTER v3** Another fine finance package
- PB 065 **ONFORM v1.3** Computerised order form for businesses
- PB 066 **ADDRESS PRINT v4.4** Address dbase & label print
- PB 067 **DYSK STIK** A nice disk labeling program
- PB 068 **OFFICE BOX** Compilation of business programs
- PB 069 **CHECK IT OUT v1.02A** Excellent accounts package

GAMES

- PU 722 **F1 GP EDITOR** Change names colours power etc
- PG 482 **GLADIATORS OF DAGANIA** D&D 3D maze
- PG 486 **DYNAMITE WARRIORS 2** Good Dynablasters clone
- PG 489 **SUPERMEGA FRUITS** A brill fruit machine demo
- PG 492-8 **TOMCAT (HD only)** Huge seven disk flight sim (2mb)
- PG 506 **XENEX** Its like Asteroids but a little special
- PG 508 **ULTIMATE QUIZ** Quiz. More questions available
- PG 510 **PUCMAN WORLDS** Novel Pacman variant
- PG 514 **DELUXE GALAGA v2.4** Mega and classic game
- PG 518/9 **JINX (AGA)** A 25 level diamond puzzle Very classy(2)
- PG 530/1 **CHANEQUES** Super Lemmings clone. GET IT, its great(2)
- PG 533 **INDYCAR CHALLENGE** Car racing management
- PG 537/8 **CHEATLISTER v3.06** 100s of cheats & solutions(2)
- PG 556 **TRILEMMA** Clever 2 player board game. Gotta think in this
- PG 557 **INFECTION** Up to 4 player board game. Fill board with blobs
- PG 562 **HARRY HADDOCK** Great Platform! Inspired by James Pond!
- PG 563 **KILL THE LITTLE DUDES** Excellent shooting platform
- PG 565 **APPLEJACK (AGA)** Hey! its just like Mr Do or DigDug
- PG 576 **POKERMANIA** Superb poker machine with loads extras
- PG 578/9 **SOFTWARE HOUSE** Management game(2 disks)
- PG 580 **PSYCHEVAL (Not 1.3)** Just like Alien breed! One level demo
- PG 581/2 **LORDS & EMPIRES (Not 1.3)** Super strategy adventure(2)
- PG 594/5 **MADHOUSE (AGA)** Monkey Island like graphic adventure(2)
- PG 600/1 **SKIDMARKS II CARS (AGA)** Extra cars plus install scripts(2)
- PG 596 **JET SET WILLY 3 (AGA)** Super typical Spectrum game

TEXT ADVENTURE PACK. (Improved)

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Stores past numbers, but picks random. Its written in Cando, so looks nice!	
PU 756	BALLS (AGA)
Quite nicely presented, this one will show you the most popular and least popular numbers on the lottery. Keeps track of the past numbers too.	
PU 757	NATIONAL LOTTERY (Liberty Software)
Shareware demo of the full program, which we think is best program around for the serious Lottery punter. Its based around a scientific picker to favour missing or popular numbers, but it also contains a powerful user editing system. E.g. If you think there will be no 'forties' this week it will leave them out. Want a specific number of odds/evens, or the numbers added together to be over (e.g. 150), then this will do it. Syndicate entry? Need 100 selections? No problem.	
PU 758	PRO LOTTERY
Another shareware demo, and the best looking program. Will only pick random numbers in this version. Also includes a very interesting program explaining how random is opposed by the Law of Averages!	
The above programs are PD available at our usual price of 99p plus p/p	
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The treasure chest of the Public Domain conceals all kinds of rare gems – **Steve McGill** dips into it and discovers such jewels as a Morse Code program, a crossword-solver and a whole heap of clip art.

PD Select

SPRINGTIME GAME

By Trecision
PD library Network PD
No of disks one
Price 75p plus 50p p&p

Springtime is here, but it's certainly not for Hitler and Germany.

Your mission: control a little geezer, viewed top-down, over a multi-rotating checkerboard-patterned play area. Each part of the board is hinged in a manner that allows it to be rotated over all three geometrical axes, x, y, and z.

The aim is to twist the board so that you can line up a spring with a cross. It sounds simple, but thinking in three dimensions can be taxing until you get used to it, and to compound the matter a timer counts down from 99 to zero. If you don't finish in time, you lose a life.

And then, just as competence seems to be taking hold, the game springs more taxing puzzles on you. For example, some tiles can only be walked on once and, if said tile is to rotate the set-up another way, the restart option has to be triggered. This resets the board to the original position, but doesn't reset the clock. So truly frantic to-ing and fro-ing takes place.

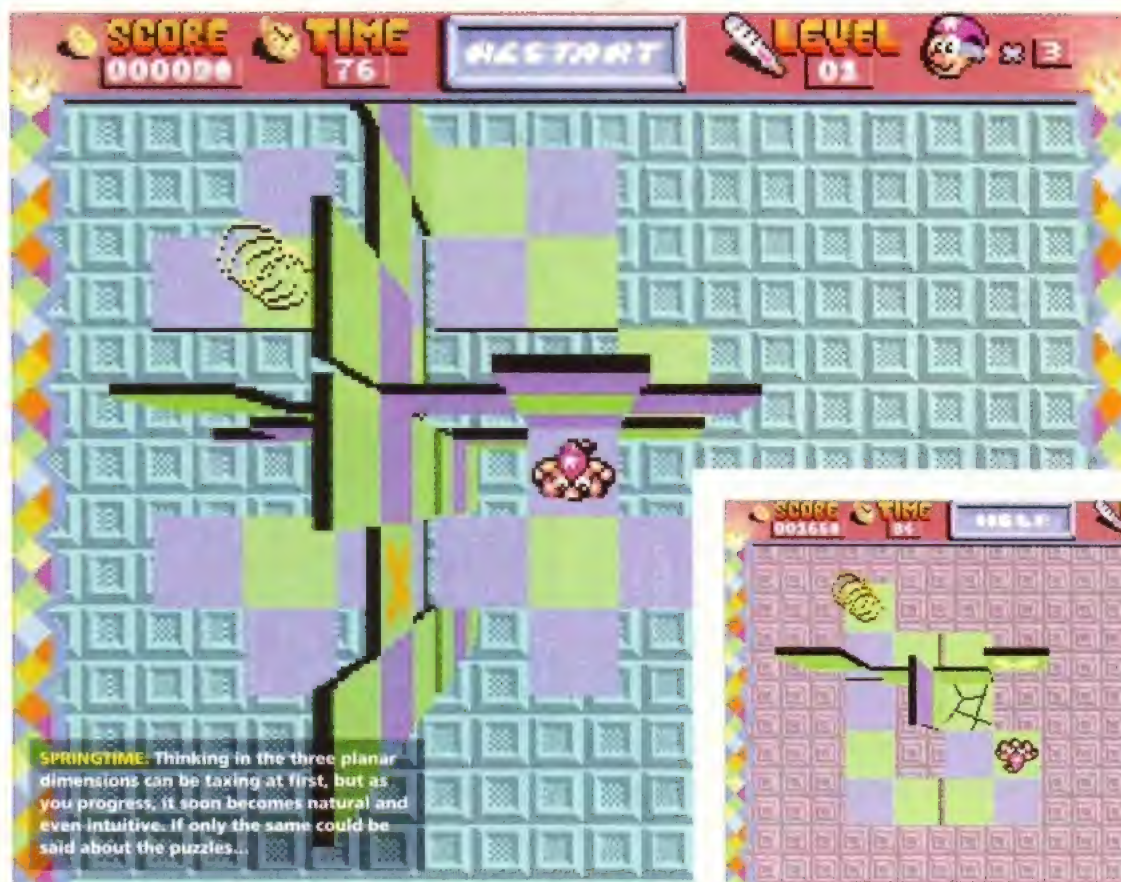
Fiendishly, as further progress is made, sliding tiles come into play. Apoplexy and involuntary alopecia (look it up) can result, even when the Help option is used to hint at the first few moves you should make.

Springtime is tremendous fun and a game that every puzzle addict should have in their collection. This is a demo version. The full Shareware game can be obtained from Trecision (full address on disk) in Italy for the nominal fee of US\$10 (about £6).

MORSE CODE TRAINER UTILITY

By John J Cassar
PD library Your Choice
No of disks one
Price 99p plus 70p per order

No matter how safe you think you are, no matter how unlikely it is that you'll find yourself lost on a desert island with



SPRINGTIME: Thinking in the three planar dimensions can be taxing at first, but as you progress, it soon becomes natural and even intuitive. If only the same could be said about the puzzles...

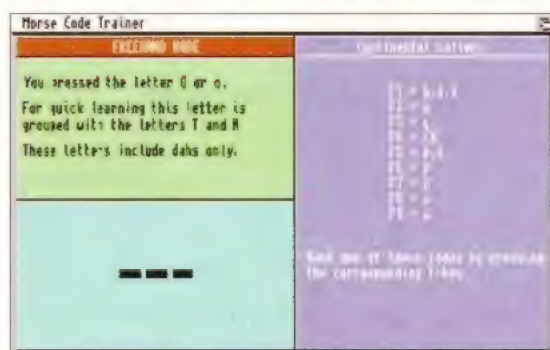
only a short-wave radio for company, no matter how improbable a disastrous occurrence may seem, from the bombing of Folkstone harbour by the Bosnian Serbs to the kidnapping of your family by Freedom For The Lesser-Spotted Newt terrorists, one thing's for sure – you'll be better prepared if you know a bit of Morse Code.

But it's never easy to distinguish sequences of dashes from sequences of

dots, especially when other considerations such as Q codes and RST codes have to be taken into account. That's why *Morse Code Trainer* is invaluable to anyone with more than a passing interest in amateur radio.

In order to gain a radio licence to transmit from home (or wherever), you have to pass certain exams. One of these tests expects you to be able to transmit a certain number of Morse

Continued overleaf →



MORSE CODE TRAINER: Even if you've no interest in Morse Code, use this to improve your short-term memory.



MORSE CODE TRAINER: Da dooh dooh dooh, Da da da da, that's all I want to say to you, sang The Police in the Eighties.

PD Selection of the month

ARTISTIX UTILITY

By _____ Andrew Campbell
PD library _____ North Staffs PD
No of disks _____ one
Price _____ £1 plus 50p p&p

Kids love making a mess with paint and water and brushes and just about anything else they can get their hands on. It can be fun, and funny, and

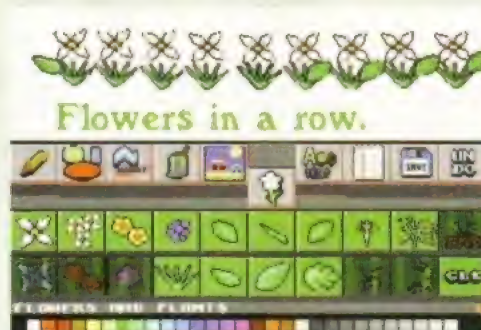
endear you to the little darlings as they ruin the carpet and the chairs. And the table. And just about anything else.

To stop this damage, as well as introducing the young 'uns at an early age to the joys of computing, Black Dawn have created Artistix.

This paint package is specifically aimed at children (they could probably start using it when they are as young as three or four), so the icons are large - it's easy for small hands on a mouse to locate the desired one - and they are mostly self explanatory and instantly recognisable.



Large, instantly recognisable icons mean little hands on large mice can still select functions easily.



The use of pre-set brushes as painting tools encourages kids to experiment.

Most of the standard drawing tools you'd find on 'adult' paint packages are here, such as filled lines, broken lines, fills, erasers, and cut and paste tools. The tools most likely to attract the little ones are the various fills, shapes, brushes and mish-mashes of colour and excitement that are dotted throughout the package.

The author has disabled quite a few of the functions - and he reckons they're the best available. So, grab a hold of this disk, try it out on your kids and if they like it, send away as soon as possible for the full version. It's the almost standard Shareware charge of £5 that you're expected to pay, and for your money, you're picking up a load of top-value painting software.



Colour splashes, wavy lines, patterns and curves all add to a lot of mess, which can be tidied up by a click.



LEGIONS OF DAWN: The character selection screen sets the scene which takes place in an area resembling hell.



LEGIONS OF DAWN: You can use the overview zoom map on areas that you've already explored. Hurrah.

Code words at a set amount of words per minute.

Morse Code Trainer by John J. Cassar works with any Amiga of Workbench 1.3 or above. At its simplest, it replays a Morse tone of any letter or numeral pressed on the keyboard - the Morse equivalent is also displayed on-screen. Once you've familiarised yourself with this part of the program, you can move on and take part in the exercises.

There are two kinds of exercise. In the first kind, to help you learn quickly, you work with pairs of characters in which each character is the inverse of the other, so where M might be dot-dot-dash, R is dash-dot-dot. Characters are shown on the screen, and their tones played, about five characters at a time, so a set might be 'M-M-R-R-M'. The user must type in what they have just heard and score eight out of 10 or higher to go on to the next exercise.

The second exercise is much more involving and involves every one of the characters in the Morse Code set. This time, proper words and phrases are

used and to succeed you have to be able to regurgitate them all in the proper order.

In all, it's a taxing exercise and an excellent program. I'll use it to improve my short-term memory, which anyone in the AF office will tell you is abysmal.

Don't forget, though, that if you decide to use the program for your own means, you should send the requisite Shareware fee. As an incentive, there are several other programs on offer from John, including a calorie counter and a language-learning utility.

LEGIONS OF DAWN GAME

By _____ Black Dragon
PD library _____ FI Licenceware
No of disks _____ two
Price _____ £4.99

Following on from the successful licenceware adventure *Black Dawn II*, *Legions Of Dawn* is the latest (and probably the last) in the *Black Dawn*

series of adventures by Black Dragon.

It transpires that after completing *Black Dawn II* you were betrayed and imprisoned on the planet Kane. Of course you now escape, and during your escape you manage to free eight other battle-hardened criminals. Conveniently, this means you can select one of the said eight characters to play *Legions Of Dawn*.

The right choice of character makes all the difference in the ability to take on the up-and-coming dungeon.

The adventure throughout is pretty standard fare, *Dungeon Master*-ish but enjoyable, and it's reminiscent of *Angst* (AF71, 58%). Considering that *Legion* costs five times less and offers 20 largish levels, the score if it were to be reviewed that way in PD Select would see it hitting the high 70s or low 80s mark.

The graphics are dark and threatening, the ambient sound can be atmospheric if you're in the mood, and there's just enough going on to keep you interested.

A must for adventure fans, but others should check it out due to the price - even if you hate it, it won't cost much to find out that you don't like it.

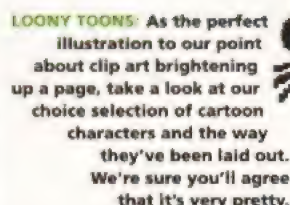
DMC UTILITY

By _____ Andy Gibson
PD library _____ North Staffs PD
No of disks _____ one
Price _____ £1 plus 50p p&p

In general, AF is a big fan of magazine disks created on the Amiga. They provide an uncensorable forum, free from the constraints of deadlines, advertisers, publishers, readers, and



LEGIONS OF DAWN: This ugly bunch make up the characters.



DMC: For those of us who can't afford to access the Internet, disks mags are a viable alternative. You can't get whatever you want, but sometimes that's good.

joyless authoritarians. *Deadline* and *Grapevine* are the best disk magazines that the Amiga scene has to offer at the moment, an unholy alliance of counter-culture and irreverent humour. But there's room for improvement in both these productions, so anyone with the ideas, the contacts and the drive could not only match them, but better them.

But how to create the disk? Obviously you need a disk mag creator, and this one by Andy Gibson could fit the bill perfectly. There is a fuller version available, but you have to pay the Shareware fee to obtain it.

But this version still lets you create 10 index pages with the option of 20 articles per index page - roughly 200 pages of text. The program also enables you to display Hi and Lo-Res pics and it plays most tracker tunes too.

There are a load of handy documents to introduce and explain the less obvious workings of the DMC, but in all, it's pretty easy to use. So now there's no absolutely excuse not to

upset some Conservative or Labour Member Of Parliament in a marginal seat near you.

LOONY TOONS CLIP ART AND OTHERS

CLIP ART

By _____ Roberta Smith DTP
PD library _____ Roberta Smith DTP
No of disks _____ one
Price _____ 99p plus 50p p&pb

If it's carefully and sympathetically used, clip art adds a stylish look to the simplest of printed output, be it a wedding invitation, a parish newsletter or a football fanzine.

The Amiga community is fortunate in that there are several excellent desktop publishing (and even word processing) programs able to use the numerous clip-art files found in the vaults of the Public Domain houses.

One PD library that has stamped its authority on the quality and quantity of



WORD PLUS PRO

UTILITY

By Richard Butler (Reconley Software)
 PD library F1 Licenceware
 No of disks one
 Price £4.95

It seems a peculiar one at first, but this program is a boon for anyone with more than a casual interest in words and word games. You know the kind of thing – find the anagram, how many words can be made from the letters of another word, what words could fill the rest of the letters in a crossword puzzle, and so on.

Word Plus Pro is a great program for addicts of competitions, word puzzles and crosswords. It's easy to use and is reasonably comprehensive.

Its dictionary holds just over 75,000 words, with space on the disk for approximately 11,000 user entries. This leaves open an awful lot of creative potential.

But anyway. On to what the package will actually do for you. The part I had most fun with

was the Solve Make Words function. You supply a combination of letters and the program then searches its database using the supplied letters and displays other words using some or all of the letters for you to browse through.

Using *termination* as an example, we found out that there were at least 281 other words that could be made from the letters contained within. One of them was *eta*. Needless to say, we know what an *eta* is now.

Oh, don't you know? It's the term used to describe the lowest class in Japanese society.

With Solve In Words, you can also enter the letters that you know are in the word you want, and the program displays all potential words within its dictionary with that letter combination. It's very handy, but sometimes the sheer volume of words displayed makes searching through them manually a bit of a bind.

Solve Anagrams is potentially the most useful of the offerings. *Countdown aficionados* will love it, if only to see if *Word Plus Pro* can beat the television contestants in solving the anagram at the end of the show.

Solve Crosswords is probably the part of the prog that'll be put to most use. The function is



Now *The Times* crossword and just about any crossword you care to mention are do-able.

used by typing in the letters you already have and putting a question mark character for the letters you don't. The familiar search routine is then gone into and all potential words are displayed in a list, ready for you to choose the most likely. It differs from Solve In Words because there can be blank spaces between the letters.

JET SET WILLY 3

GAME

By _____ Jasper Byrne
PD library _____ Sadeness PD
No of disks _____ One
Price _____ £1 inc p&hp

Manic Miner was probably responsible for more sleepless hours spent on the 8-bit systems of old than any other game available at the time.



Just about everyone who came into Format's offices and saw this screen screamed with excitement...

Such was its success that it spawned an equally fine successor, *Jet Set Willy*. Both were programmed by Matthew Smith and propelled the handsome back-bedroom programmer to almost a full 15 minutes of fame and earned him a fortune in the process. But where is he now?

Jet Set Willy 2, though a larger affair and programmed by different people, was nowhere near as successful as either of its predecessors.

Jet Set Willy 3 has been programmed by an obvious fan, and much of the essence of the original has been maintained. The same manic

screens full of proper sprites filling in for UDG's (user defined graphics) make it look only slightly better than the C64 version. This helps preserve the flavour and sentimentalists will love it all the more for just that reason.

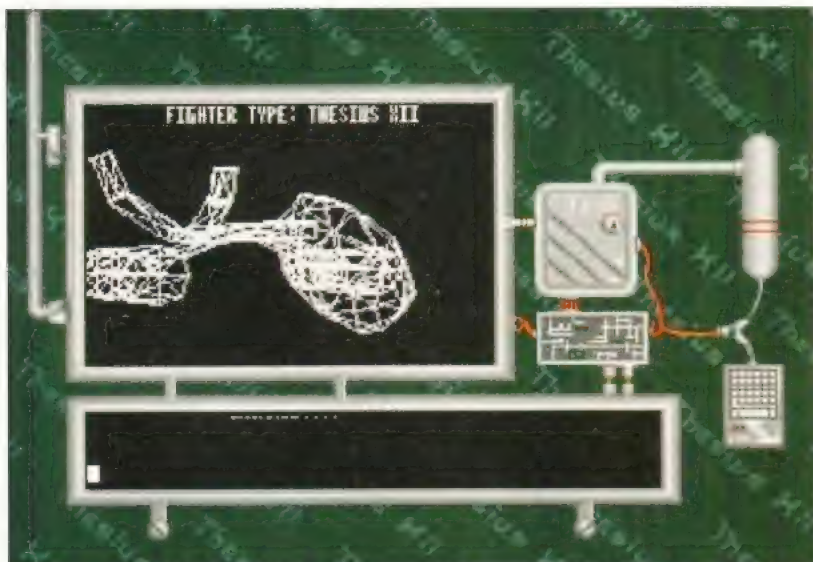
The structure of the game is simple: a large platformed area has to be traversed and negotiated and various keys and collectables have to be collected. By today's high standards *Jet Set Willy 3* doesn't offer much in the way of addiction or challenge, but there are a lot of people who like their games this way. Good luck to them.



... understandable though, because it looks very similar to the opening screen of the original.



Jet Set Willy 3 will appeal to eight bit fans and people who don't like too much of a challenge.



THESIUS XII: We don't condone the violence. But the enemy used a water cannon to put out a lighted match and inflamed the situation. That's our excuse and we're sticking to it.

its DTP merchandise is Roberta Smith's outfit. Consistently usable and commendably relevant, the material Roberta offers is ideal for Amiga DTP.

This collection of 300-400 images is cartoon-inspired and you'll find many instantly recognisable characters from newspapers and television.

THESIUS XII

GAME

By _____ Kevin Picone
PD library _____ Network PD
No of disks _____ one
Price _____ 75p plus 50p p&hp

In last month's PD Select, we looked at a *Project-X* clone called *T-Racer* from the Virtual Dreams coding team. In terms of its difficulty and aesthetics, *T-Racer* was just about spot-on for the casual shoot-em-up fan.

Thesius XII (from a group who's name remains obscure) is a shooter's shoot-em-up. It demands intense concentration and lightning reflexes. Despite several attempts – in fact I must have tried about 100 times – I still only managed to complete a measly 10 per cent of the level.

It doesn't look or sound as good as *T-Racer*, but it plays every bit as well. And when it comes down to it, that's all that really matters – especially in the world of PD and Shareware games.

Yup, that's right, *Thesius XII* is Shareware. But consider what you're getting for your £5 registration money: a multi-level *R-Type* derivative with four different power-ups and three different weapon enhancements.

Thesius XII is a game that, if this demo is anything to go by, will always present a challenge to all but the most accomplished shoot-em-up artist.



THESIUS XII: Bullets, bullets everywhere but not a gun to shoot, said the bad poet.



THESIUS XII: Power-ups, speed-ups and other bonuses appear if you do the right thing.

WHERE TO GET THE DISKS IN PD SELECT THIS MONTH

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Suburb
London NW11 6JE
Tel: 0181 455 1626

Sadeness PD
13 Russell Terrace
Mundesley
Norfolk NR11 8LJ
Tel: 01263 722169

Network PD
125 Nicholson Road
Sheffield S8 9SW
Tel: 0114 281 0398

Your Choice
39 Lambton Road
Chorlton
Manchester
M21 0ZJ
Tel: 0161 881 8994

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31 Wellington Road
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Devon EX2 9DU
Tel: 01392 493580

North Staffs PD
PO Box 476
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Staffs ST1 2JY

TOP 10 PUBLIC DOMAIN TITLES

TOP 10 courtesy of:

EXCLUSIVE PD

7 Beresford Close, Waterlooville,
Hants PO7 5UN. Tel: 01705 642409

- 1) F1GP Editor V2.31
- 2) CD-ROM Update Utilities
- 3) Fears V2.0
- 4) Pro-Lottery V1.1
- 5) X-Files Guide
- 6) Magic WB V1.2p
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Actual screenshots may vary between different computer versions.



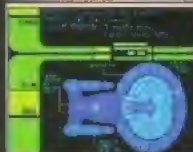
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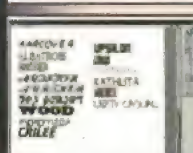
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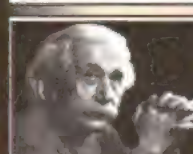
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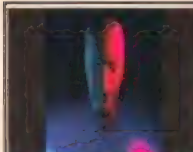
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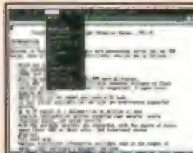
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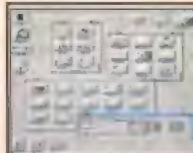
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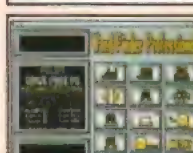
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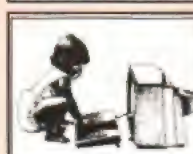
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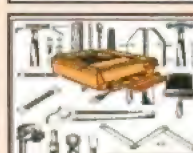
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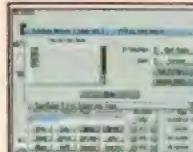
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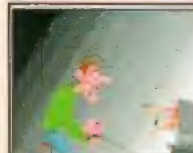
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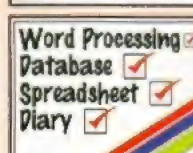
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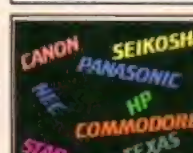
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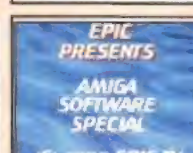
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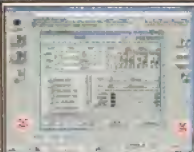
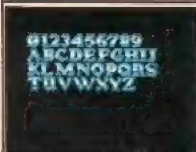
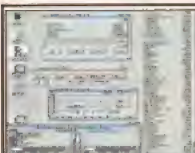



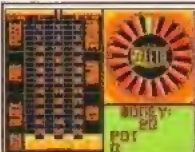
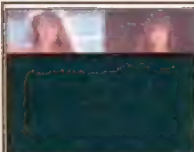
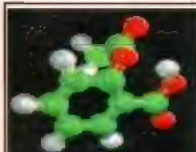
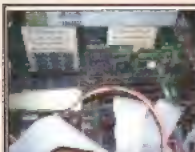
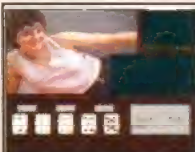

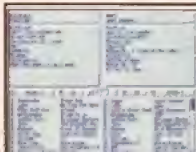

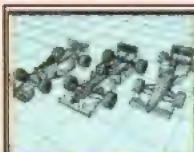
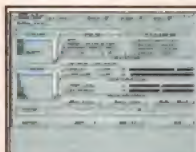

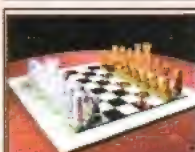

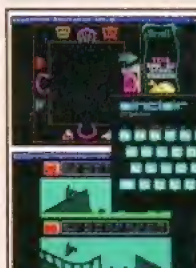
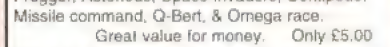
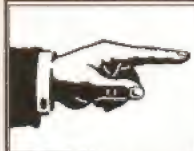
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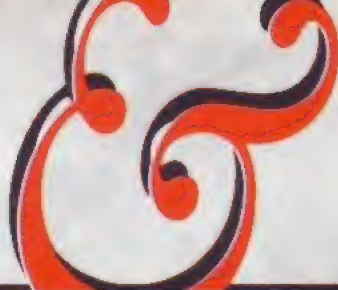
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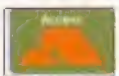
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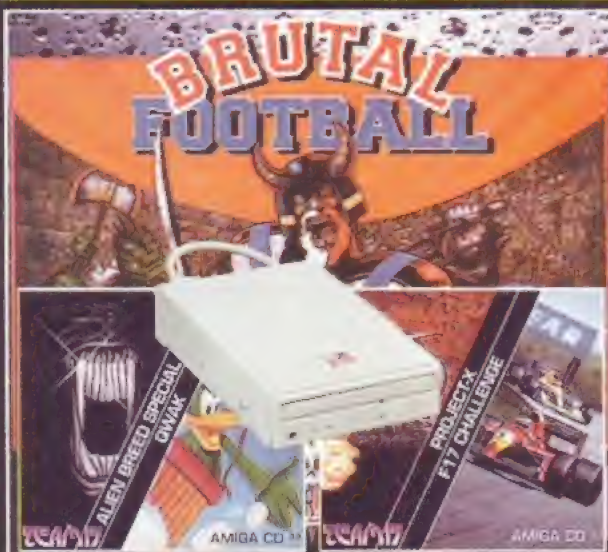
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SERIOUSLY AMIGA



Is it time to switch to Real 3D? Andy Jones, the creator of this image, thinks so - does AF agree?

AMIGA FORMAT



SEEING THE LIGHT

Amiga 3D animators have never had it so good! While *Lightwave 4* may still be conspicuous by its absence, that hasn't stopped RealSoft from releasing version 3 of *Real 3D*. Even though it was already an incredibly powerful program, it's now been 'beefed up' enough to put it on a level footing with the SGI software.

AIWA launch their first ever computer peripheral this

month: the ACD 300 CD-ROM drive. Pro-Pak brings a 'new, improved' vector solution to the Amiga, while *PGTask* is also upgraded to enable faster PC software emulation. Another member of the this upgrade club is *Photogenics*, which now has more effects and tools and is even faster. If you're fed up waiting for *Lightwave 4*, you'd better check out our *Lightwave* plug-ins round-up. We also look at the latest CD-ROMs and - what else? - oh yes, *Digita Organiser*!

REVIEWS

- | | |
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| REAL 3D V3 | 90 |
| The Amiga's most powerful 3D rendering/animation package gets more and more powerful. Among the additions to its existing arsenal are new animation and rendering tools. | |
| AIWA CD-ROM DRIVE | 95 |
| They've been making top-quality audio systems for years, but how good is their new CD-ROM drive? Nick Veitch twists its knobs and presses its buttons in earnest to find out. | |
| PC TASK 3 | 97 |
| It may not be a pleasant experience, but sometimes emulating a PC is a necessary evil. Roger Denby shuts his eyes and thinks of England as he installs <i>PC-Task 3</i> on his hard disk. | |
| PHOTOGENICS 1.2 | 101 |
| Can Almathera really have made <i>Photogenics</i> faster and better already? Graeme Sandiford finds out as he wallows in the new matrices and painting modes of version 1.2. | |
| PRO-PAK | 104 |
| <i>ProVector</i> is the best structured drawing package on the Amiga and now version 3 is being bundled with three vector-based tools. Graeme finds out if this is too good to be true. | |
| DIGITA ORGANISER | 107 |
| This innovative new program from Digita International can help you remember where you should be, why, and when. Join Graeme Sandiford as he ditches his crocodile-skin <i>Filofax</i> ™. | |
| MOTION MASTER I AND II | 110 |
| <i>Lightwave 4</i> may be under construction, but that hasn't stopped people writing programs to improve 3.5. Graeme Sandiford holds on to his hat as he takes <i>Motion Master</i> for a spin. | |
| CD-ROM ROUND UP | 113 |
| All the latest releases on compact disc tested to destruction, reviewed and rated. | |

At first it might almost be a real photograph, but there's something slightly surreal and disturbing about the way the light falls on the house. It's this that gives you the clue that the house has been created with *Real 3D* and dropped into a photographic background.



Real 3D v3

With its amazing solid modelling, this is already the star 3D system on the Amiga – now **Graeme Sandiford** finds it's reaching new heights.



As well as solid 'primitive' shapes like spheres and cones, *Real 3D* uses spline modelling so that you can create smooth, organic curves.

While *Lightwave* has been lighting up Hollywood recently with appearances in countless film and TV productions, it's easy to forget that the Amiga has plenty of other high-powered 3D rendering packages. One that has been slightly eclipsed by *Lightwave*'s success is a program which could be described as the grand-claddy of Amiga 3D programs. Already recognised as one of the most powerful rendering systems, the program has just received its first major upgrade in almost two years in the form of *Real 3D v3*.

As a 'product', *Real 3D* has changed its market position more than any other. When it started out it was very much an enthusiasts' program – relatively easy to use and quite affordable. But even in its earlier incarnations it showed glimmers of its incredible potential, with several ground-breaking tools.

The arrival of version 2 marked a quantum leap in terms of both power and price. *Real 3D v2* quickly established itself as the Amiga's single most powerful 3D program, though a price of £400 pushed it

firmly out of the reach of all but the most dedicated of amateur 3D animators.

Version 3 has gone some way to making amends, with a drop of £100 in price to just under £300. This is a third of the price of the PC version, which has been launched simultaneously, and less than half of the expected price of *Lightwave 4*. All the same, £300 is still three times the price of its one-time closest rival, *Imagine*, and this price puts it on the outskirts of the home market.

One of the most obvious changes from version 1 to 2 was the program's new interface. Unfortunately it was not met with too favourable a reception, despite being the most configurable of the 3D packages of the time. This was due in part to its complexity, which reflected the program's immense power and flexibility. Many people may still be put off, though, since version 3 retains the same interface.

The interface is based on windows and you can have as few or as many as you want, which means you can create a tailor-made interface adapted to your method of working. The trouble is it can be extremely



Since it's a solid modeller, transparent objects are rendered to scientific accuracy.

confusing to start off with, but after spending a while creating a comfortable environment, most users find they can use the program effectively and work at a fair old pace. The only real gripe I have about the interface is the icons – they're tiny, and as a result it can be difficult to make out what an icon does.

The program's working methods can also be a little confusing at first and most new users will struggle to get to grips with completely new concepts, such as the program's hierarchical design. But you really should do it properly, so that you can take full advantage of *Real 3D*'s powerful tools – and once you start to use the program frequently you'll soon understand why the tools work the way they do and the benefits this brings.

It has to be admitted that if you expect to see quick results, you'll be disappointed. It requires commitment to learn how to use the program, but if you do put in the time and effort you'll be rewarded with some of the most jaw-droppingly powerful 3D features seen on any platform.

So what are these mind-blowing features? Well, though it's not a feature or a tool, one of the things that really sets *Real 3D* apart from other 3D programs is its hierarchical way of working. The easiest way of explaining this is that objects are arranged on a parent/child basis.

The child objects will inherit their surface and physical attributes from their parents. A practical application of this would be applying a texture map to an object with several objects lower down in the hierarchy – each object would inherit the texture map, while objects higher up will remain unchanged.



The hierarchical way that *Real 3D* works with texture makes these impressive skin textures relatively easy to apply. Each object that makes up the dinosaur need not be given a separate surface, because textures applied to 'parent' groups are passed on to the 'children' as well.

One of the most important parts of any 3D program is the modelling tools – you can't even begin to make stunning images or animations unless you can first create the objects that you will use as building blocks. *Real 3D* is a solid modeller rather than a skin-based modeller, the difference being that the objects it creates are solid rather than hollow.

The program has a wide selection of 'primitives', which are basic shapes that can be joined together to form more complicated ones. Of course *Real 3D* does not solely rely on primitives – it also has sectional, composite and free-form tools. But the most powerful modelling tools of all are the B-Spline, which can be used to create organic shapes and beautifully smooth surfaces. Unlike polygon objects, spline objects have no edges and so always appear smooth when rendered, although

they take a long time to render. *Real 3D*'s splines, along with its comprehensive Boolean operators, are the best of any program on the Amiga.

Right – enough of the way the program works, and on to the new features in v3. Perhaps the most interesting are the post-processing effects. At first, I thought "Oh no – not more lens flares", but there is more to it than that. Yes, there are lens flares, but there is also a rather handy glow effect which can be used to create odd lighting effects, from laser bolts to lighting panels, quickly and easily. Another useful post effect is the distance blur feature, which can reduce the appearance of moiré patterns that appear on large objects when their textures fade away into the distance.

Continued overleaf →



A growth area of 3D modelling is for intros and animation sequences for games, as these shots from the forthcoming *Space Hulk* demonstrate perfectly.



Improved light source handling makes glowing objects much more realistic, and they're also easier to create. This can be used for a variety of special effects.



The distance blur effect is almost the equivalent of 'depth of field' on a camera lens. It can also eliminate moiré fringing on background textures.



However, the most powerful new features are in the animation department, where a new animation method called Surface makes its debut. This uses collision detection so that objects can be animated over another object's surface (they can either sink through, or float above).

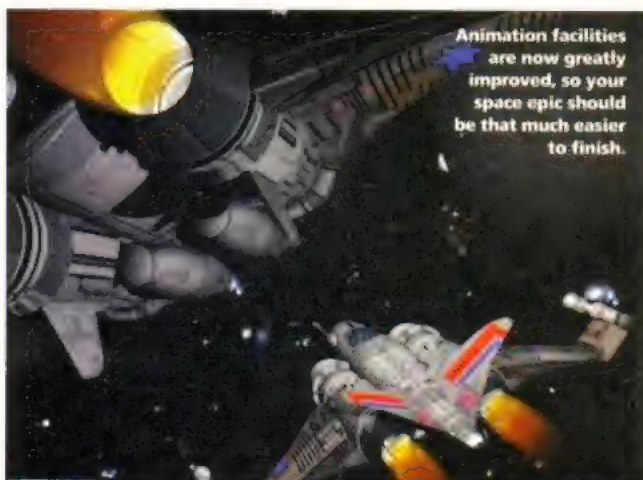
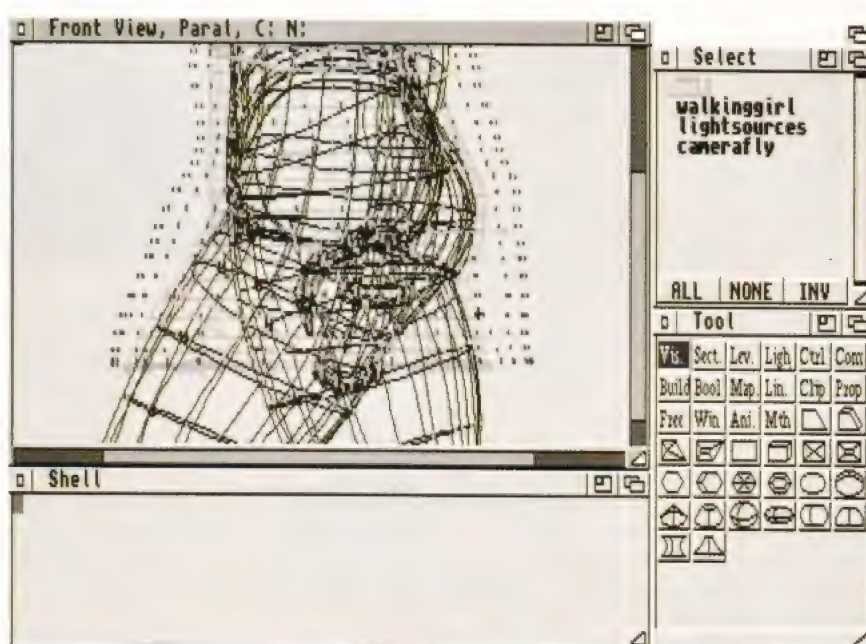
You can set up a motion like walking or driving and make it self-perpetuating – so off goes your object, moving across the ground, just as if you've wound up a clockwork toy. The best thing is that if the surface is changed, the animated object will walk over it automatically. When this is used with the modifying forces like gravity and friction that the program offers, the level of realism is almost frightening.

Another new animation tool is shrink-wrapping. Using this, one object can crash into the surface of another and make indentations in the surface that match the shape of the object that made the impact. There are a number of uses this could be put to – footprints on a sandy shore as a character walks along, or comical cartoon antics like a character being hit in the face with a heavy object.

The skeletal control system has also been re-vamped. It is now possible to create hierarchical skeletons, morph

The spline options of *Real 3D* make for very accurate rendering of curves. Most ray-tracers will Phong shade a curve to imitate lighting changes, but *Real 3D* can calculate accurate lighting conditions for every single point on a curve.

The new Surface animation feature can bend objects fluidly around other objects – ideal for character animation, as this flowing skirt aptly demonstrates.



Animation facilities are now greatly improved, so your space epic should be that much easier to finish.

between two skeletons, adjust a joint's friction and constrain its movements. There is also a feature called fidelity, which stops selected points from being deformed so that you don't get characters with soft knees or elbows.

Those are the major new addition, but there are several other minor changes and new features – and there are more updates on the way. With the release of version 3, *Real 3D* has established itself as the Amiga's most powerful 3D package and will almost certainly do the same in the PC market.

The best thing about the package is the sheer realism you can achieve – you can create your own little universe, build the objects that will inhabit it, tell them how to behave, set them off and watch them interact with each other and the forces that surround them. Or, if you choose, you can define how each object behaves on a frame-by-frame basis.

The drawbacks are a steep learning curve and the high cost, but these could be a small price to pay to become the god of your own virtual universe.

REAL 3D V3

DISTRIBUTOR

Activa UK 0181 402 5770

PRICE

£299.95

SYSTEM REQUIREMENTS

Required: Wb 2+, 6Mb RAM and 10Mb hard disk space.

Recommended: 10Mb RAM, 030 processor, 24-bit graphics card.

SPEED

Very much improved from the last version, but its powerful features take a lot of processor work, so it hardly zips along even on a fast machine.

MANUAL

This has also improved considerably and there are now plenty of examples and tutorials to help you out.

ACCESSIBILITY

A steep learning curve, but a highly configurable interface.

FEATURES

No other program even comes close – particles, inverse kinematics, collision detection, gravity...

VALUE

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Aiwa ACD300

What can you do to make a CD-ROM drive stand out from the crowd these days? Apart from the speed factor, which seems to be an active area at the moment, one double-speed CD-drive is very much like another, is it not?

They virtually all have two phono outs for audio, self-terminating SCSI interfaces and an off-white case. So what makes the Aiwa ACD300 any different from the Apple CD300? Just about everything, it turns out.

The most obvious difference is the front panel, where the ACD300 boasts a large back-lit LCD display, set prominently at the top of a taller-than-average case.

The information on the display varies. Normally it displays the SCSI ID number, which probably isn't important to many people – most simply set up their software once and forget about it – but for Amiga users who are always trying out new CD utilities (PhotoCD players, audio CD juke boxes) it could be useful. It's certainly better than not displaying anything. There is also an indicator to display whether the internal SCSI termination is active or not – again, occasionally useful for a few.

Load a disc and you will automatically be told whether it is an audio or CD-ROM disc, or, indeed, both. PhotoCDs will display session data, which is very useful – since only 25 sessions are allowed, you can check to see how many times you can add to your PhotoCD – while audio CDs will automatically display the number of tracks and total running time.

It's easy to play audio CDs on this drive because it has standard audio buttons (play/pause, stop, skip, etc) on the front. There is even a repeat button, which can auto-repeat a single track or the whole CD, or can activate the unit's 'shuffle' mode. This is certainly easier than fiddling around with CD control software on your Amiga, no matter how wonderful that software may be.

A headphone jack and volume knob are on the front of the unit, but oddly the power switch is on the side – which, as it happens, is more convenient for my set-up, but for most people would probably be less useful than a switch on the back.

Around the rear of the unit are twin phono outs, twin SCSI connectors, the SCSI ID selector and a DIP switch. The DIP can be used to turn auto-termination on or off, select standard or double-speed modes and turn parity checking on or off.

The mechanism uses a tray loading system, so you don't have to mess about with ridiculous caddies, and the tray will also accept the smaller-sized audio discs. In the unlikely event of a tray jam there is a release screw on the underside of the case, and the drive even comes with a screwdriver for this purpose.

It might not be the fastest CD-ROM drive you'll ever meet, argues Nick Veitch, but it's almost certainly the sexiest.



Given the fact that all CD drives are pretty much the same in the performance stakes, Aiwa could be on to a winner with their unique selling point – an LCD display and controls for playing audio discs, just like a real CD player.

In operation the drive seems efficient and smooth. Stable transfer rates probably owe a lot to the memory used in the on-board 256k buffer, which makes animation playback straight from CD very impressive. The drive does emit a rather unusual whirring noise when the head is seeking, and although it is a little odd, it's not

actually louder than any other drive – it's just a rather peculiar noise.

The device has a standard double-speed 300k/sec transfer rate, is SCSI-2 compliant, multi-session, and is in every practical sense totally ordinary. But with its ease of use, pose value and nice buttons to press, this unit is streets ahead.

AIWA ACD 300

DISTRIBUTOR

First Comp Centre 01132 319444

PRICE

£169.99 (or £209.99 with Squirrel interface)

SYSTEM REQUIREMENTS

SCSI interface.

SPEED

Standard for a double-speed drive, although you can't help thinking transfers are somehow smoother.

MANUAL

Multilingual, but diagrams are good and it explains every feature.

ACCESSIBILITY

The audio controls are so useful, and the LCD display could be more than just a gimmick for some.

FEATURES

It is hard to think of any feature it lacks. Perhaps an attachment for taking stones out of horses' hooves?

VALUE

You could probably buy an equally useful drive for around £40 less – but there are plenty of less exciting drives around at the same price.

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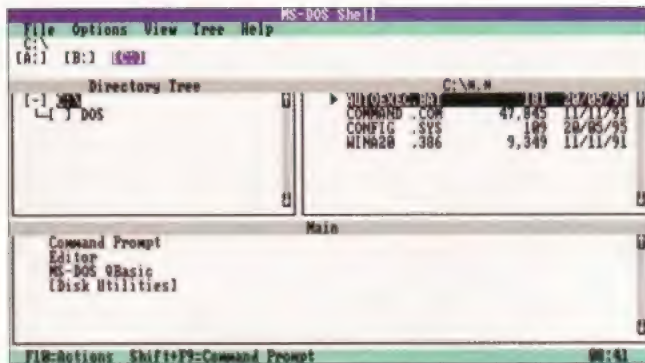
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All the standard MS-DOS applications from Microsoft seem to work fine on this 286 PC emulator, as the MS-DOS Shell program demonstrates.

It's strange, you know, but the thought of emulating a 286 PC in software somehow fails to light the average Amiga user's candle. We've seen various attempts to downgrade the Amiga by slapping a range of cards and hardware solutions into Zorro slots, and some have even worked. They have all, however, been as expensive in the long run as buying a whole PC.

Base (conventional) and Extended memory available to *PC-Task*.

It's a nice touch that you can just click on a gadget to raise Base memory to 704K. PC owners usually have to have a commercial package or a degree in rocket engineering to manage this. In addition, you can mess around with memory settings until you find one that gives *PC-Task* enough while leaving the Amiga side with some breathing room.

I wouldn't recommend using *PC-Task* with anything less than 4Mb RAM unless you want things to slow down a great deal. The PC side needs at least 2Mb and usually tries to allocate more. Besides, we all know what happens to an A1200 when it gets down to its last few bytes of Fast RAM (just think about hang-gliding through syrup).

An Advanced Video Mode button enables a few more choices, such as the grimly satisfying Window setting. This forces the *PC-Task* screen to open on a Workbench window so that you can see both the Amiga and PC side working at the same time, an experience which is worth

trying if only for the opportunity to snort dismissively at the PC world.

Other options include the choice to have the PC's internal speaker emulated so that you can listen to the beeps and wirbles which make even *SoundBlaster* sound good. On a more practical note, the COM2 mouse option ensures that even where PC programs such as *Windows* have their own mouse drivers, *PC-Task* can respond (if you have a PC mouse with RS232 connection).

Most important of all is the hard drive set-up option. As with previous emulators, there are two ways to set up a PC hard drive. Users can elect either to format an entire partition or hard drive and make it available to MS-DOS or, if partitions are scarce, set aside a large wedge of an existing Amiga drive.

In the latter case, *PC-Task* builds a file on your hard drive and treats this as if it were a separate drive. This has the advantage of being infinitely easier to

Continued overleaf →

PC-Task 3

If you want a 286 PC on a floppy disk, Roger Denby might have found the package you're after.

PC-Task offers something different, and even though at first the package begs the question "Why bother?", *PC-Task*'s minimalistic approach to emulation does have a few things going for it. Probably the first thing you'll notice if you've ever tried to use a bridgeboard is that this one works without causing domestic tragedy.

Just pop in the disk, click on the installation icon, and before you know it there's a lean, hungry, 16-bit anachronism lurking deep within your Amiga waiting for action. No need to kick the cat, throw tea-cups at the wall or swear at your neighbours (which is what happened the last time I tested a PC emulator).

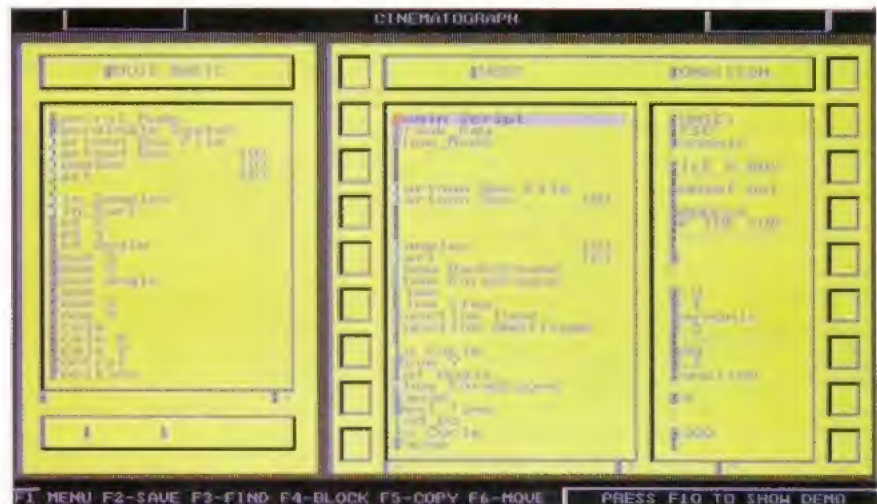
When installation is over you should have a hard drive drawer with one of two versions of the program. There's one for the stock 68000-powered models and another for 68020s and over, and each has a turbo version which runs a bit faster than the ordinary versions at a cost of using up to four times as much memory.

Launch one of these programs and the *PC-Task* set-up screen appears. This offers a series of neat configuration options, and enables the user to decide how much of the Amiga's RAM to dedicate to *PC-Task*, which video mode to use, and so on.

Everything from mono MDA to SVGA 2Mb displays are catered for, though if you want anything better than standard VGA you need an AGA machine or a retargetable graphics card such as Picasso. You also have the opportunity to worry about the PC's quaint memory management by selecting the amount of

Palette problems can start to crop up on some packages. This animation program works fine, but colour cock-ups make it unusable.

Same animation package, different screen, and the palette problems disappear. Fiddling with the video options can sometimes help.

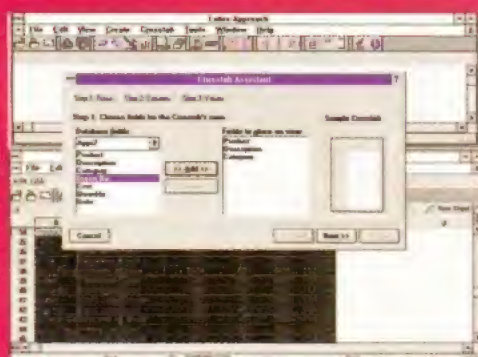


THE COMPATIBILITY QUESTION

When you start to test programs on PC-Task, it becomes clear that compatibility can be a bit of a hit-and-miss affair, especially if you are restricted to the lower video modes by not having an AGA Amiga. Many packages work well, mostly those which have a basic CGA or EGA 16-colour screen, but video modes do seem to be the most common cause of crashes.

When a DOS program is designed to open, say, a 640x480 VGA screen, some work and some don't. Fiddling with the advanced screen options can cure some of these problems, though, and I was fairly content with PC-Task's overall compatibility. The author, Chris Hames, also claims Windows compatibility, but any PC owner will tell you that running 16-bit Windows in Real mode is tantamount to masochism.

With a 486, 8Mb RAM, and fast video card, the PC's operating system does stumble into some semblance of activity, but on anything else it just crawls pitifully. If you insist, then try using PC-Task with Windows, but don't say that you weren't warned.



You can use big packages such as Lotus 1-2-3 with PC-Task, but they'll run slowly.

A far better use for PC-Task is to access the huge pool of commercial and Shareware PC software, much of which performs perfectly well on a 286 and which can be found on Bulletin Boards or at silly prices because the PC world has gone Windows mad.

Big DOS packages such as Word Perfect or Lotus 1-2-3 run slowly, and I wouldn't try them without a dedicated MS-DOS partition, but if you

use these at work or college (as millions still do) then buying PC-Task is preferable to lugging a PC home every night.

Games are a bit more problematic - don't expect to run Doom or any other 256-colour extravaganza because most modern games need a 386. The video disparity alone would render them useless before we even consider what Doom would be like on a 286. Older DOS-based PC games such as Railroad Tycoon are much more likely to work, though, particularly those which need no more than CGA or EGA graphics.



It's good, but don't expect to be able to play Doom with PC-Task.

accomplish, but the downside is that the virtual partition runs very slowly, at more or less floppy disk speed.

Setting up a partition is much better, but involves reformatting a complete hard drive. If you have a spare 40Mb drive kicking around or you don't mind backing everything up and starting from scratch, then take the partition route. With a hard drive running at full speed, PC-Task is much more of a PC than when it depends on a sluggish disk file.

Creating the hard disk file is a simple matter of choosing where to store it and how much space you want to dedicate to it. PC-Task then formats the file ready for use.

Either way, the manual at this point is a bit short on detail. It describes the easy-peasy hard drive set-up well enough, but neglects to say until much later that unless the virtual hard drive is called *hardfile0* you can't access it from the Amiga side. Luckily, you can just change its name, add an entry to the mountlist, mount the little beggar, and start swapping files between the Amiga and PC-Task with ease.

If you have the MessyFileSystem, Workbench 2.1/3.0, or any of the other PC floppy-reading systems, you can use PC0: as

Here's what Microsoft Diagnostics makes of PC-Task, and it seems perfectly happy to state that it's running on a 286 PC.



your floppy device, but PC-Task has its own PC floppy emulation and allows for two drives. High-density floppies such as those on the A4000 and the Power Computing unit kick in as MS-DOS 1.44Mb drives, which gives users much better access to modern PC software, all of which is supplied on HD floppies.

With everything out of the way, click on the Start button and PC-Task launches. At this point, you have to install a copy of MS-DOS or use a bootable PC floppy.

Installing DOS is easy enough, but be warned that it takes up some of that precious space on your hardfile.

PC-Task is a fine effort at a difficult job, and one which seems less appealing as the years go on. For those who use PC DOS software at work or college, the prospect of using the same at home, even if on a much slower system, makes PC-Task a good choice at its present price. For those who think they can buy a couple of disks and turn an Amiga into a 486, forget it.



Older games, such as Railroad Tycoon, seem happy to run on PC-Task's EGA 16-colour mode, but you're stuck with PC internal speaker sounds.

PC-TASK 3

DISTRIBUTOR
Meridian 0181 543 3500

PRICE
£79.95

SYSTEM REQUIREMENTS
WB2 or better recommended.

SPEED
Slow even on faster Amigas. PC-Task is, after all, designed to emulate a 286 (the PC equivalent of an A500).

MANUAL
Clear and simple enough, though it leaves some things up to the readers to figure out for themselves.

ACCESSIBILITY
Options are easy enough to set up, but you'll have to be comfortable with messing around with hard drives.

FEATURES
Some decent DOS utilities and access to Amiga CD-ROM drives as well as HD floppies and hard drives.

VALUE
Cheaper than a PC, but only for those with specific MS-DOS requirements and CGA/EGA displays in mind.

"For access to loads of DOS Shareware and old commercial packages, PC-Task is a low-cost solution."

70%

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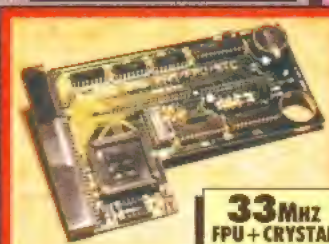
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One of the success stories of last year, *Photogenics* changed the face of image processing and gave the many Amiga users who couldn't afford *ImageFX* or *ADPro* the chance to try their hand at this exciting area of graphics.

Since you've all probably tried this excellent package out for yourselves on the *AF69* Coverdisk, this review will only cover the new features, but as well as the new additions, *Photogenics* has been tweaked to make it faster, and many of the existing tools have been given extra options.

One of the completely new tools is the Warper, used to create all manner of whacky distortion effects. It works on a limited area, defined by an ellipsoid, and you can set the degree by which pixels will be warped and twirled.

Another new tool is Transparency Gradient, which gives *Photogenics* similar transparency options to *TV Paint*, if not quite as flexible. Different areas of a filled tool, such as the polygon or square, are given different levels of transparency, and these levels limit the effectiveness of the paint mode that's being applied. Because it's based on a gradient, the changes are very smooth and subtle. You could do the job with alpha channels, but Transparency Gradient is easier and quicker to use, and can actually be used in conjunction with the alpha channel. It also has lots more potential for future development.

The Smear tool, which first appeared in version 1.1, is particularly useful because it can be used with either scanned images or hand-drawn ones. You can smear paint around the screen as if it were still wet, and depending on the brush you use it with, it can smooth areas or distort them.

A neat little feature that I almost overlooked is Auto-adjust levels. This adjusts an image's contrast in order to bring out as much detail as possible.

New paint modes are an obvious addition – we now have BasRelief, Crosshatch, Dither, Gamma, Jitter, Mirage, Refract, RubEmboss, Split and Stellate. On top of the new modes, a number of options have been added to the existing ones and a few have been combined.

Some of the most useful modifications lurk in the Savers list. You can now display images on most 24-bit cards and those with the Cybergraphics system can display a new 16-bit hi-colour. Images will load through the ProGrab 24RT digitiser. Non-AGA



Buy *Photogenics* 1.2 and become empowered – well, sort of. This image shows the program's powerful features in action.

Photogenics 1.2



Amiga-owners will benefit from support for HAM6 and a 16-colour display.

Photogenics is now a great deal better – the only drawback is the £15 registered users must pay for the upgrade. Still, you can't afford to miss out. It's getting harder to imagine what else *Photogenics Pro* could add when it arrives later this year.

Has the best low-cost image processor just become even better? Graeme Sandiford tries to find out...

PHOTOGENICS 1.2

DISTRIBUTOR

Almathera 0181 687 0040

PRICE

£59.95

(Upgrade from old versions £15)

SYSTEM REQUIREMENTS

WB 3.0, 2Mb RAM and a 68020 processor or better.

SPEED

I don't how they do it, but the program just gets faster and faster.

MANUAL

The manual is now larger and goes into a lot more detail.

ACCESSIBILITY

Excellent – there are few image processors that are this easy to use.

FEATURES

Even more features and supported file formats than the previous versions.

VALUE

If you haven't got your Switch card out already, do so and call Almathera immediately.

“Pound for pound, this is comfortably the best image processor around.”

93%



Poor old Kylie, she's just had her face distorted by *Photogenics* 1.2's Warping tool.

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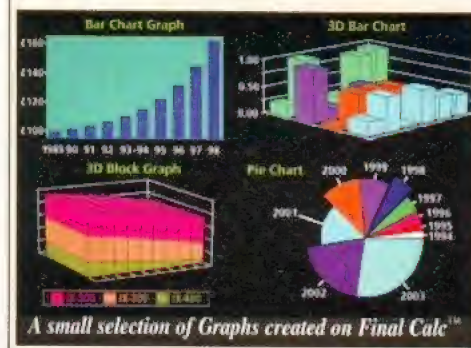
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LATEST NEWS from SoftWood... *Final Calc™*

Final Calc™ is the answer to every Amiga Spreadsheet users dreams. With its flexible modes of operation, *Final Calc™* is the only Spreadsheet that can start with a minimum range of features (ideal for the beginner), but progress to offer power beyond the levels found not just on any other Amiga Spreadsheet, but almost any Spreadsheet on any computer system. Multi-layer sheets, advanced PostScript outputting facilities with flexible font handling, complete document scaling options, a vast choice of Graph styles including 3D and animated (to show calculation result/progressions) are just some of its comprehensive and unique features.

Final Calc™ is due for release in Spring 1995, so look out for the magazine reviews. If you want to know more now, simply cut the coupon (on the right) for your free advance information.



SoftWood overseas distributors...

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(Not all SoftWood programs are available in each language - please check with your distributor.)



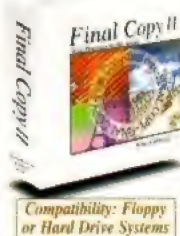
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7BP. Telephone: 01 773 521606
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bringing the revolution into your home or office... and onto your Amiga.

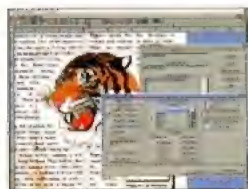
Final Copy II™

Release 2

Designed to get the most out of an Amiga floppy drive based system, **Final Copy II** offers more than just word processing (at which it naturally excels) and opens up a world where 'how the document looks' is as important as 'what the document says'.

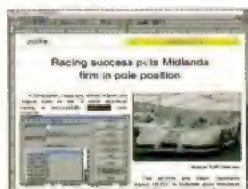


Compatibility: Floppy or Hard Drive Systems



Unique features such as **FastDraw™** on screen drawing tools (to generate boxes, borders, lines and arrows etc.) and **Perfect Print™** (an advanced system that enables you to

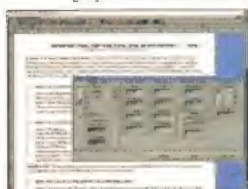
Final Copy II is ideal for that quick letter but also boasts features which are powerful enough to help you produce end results normally only associated with expensive Desk Top Publishing packages... always easy to achieve, without the fuss!



print the same Postscript™ outline fonts to any printer in both landscape & portrait modes) ensure that **Final Copy II** is the leader in its class. You can easily generate multiple newspaper style snaking columns, import any graphic objects or pictures (and place them anywhere on your page), scale or crop those graphics and also auto flow text around them. You can even

print text over graphics and the output is always of the highest quality.

Final Copy II offers the perfect balance between word processing and more advanced page layout creation - in one great program.



Ease and speed of use with total control of the final printed presentation is available on your floppy based Amiga system right now for only **£49.95 inc. p&p.**

Final Copy II requires any Amiga floppy or hard drive system with a minimum of 1Mb. free RAM (A600 hard drive computers need 1.5Mb). Twin floppy drives are recommended for total flexibility with no installation or multiple disk swaps required.

Help on memory: our products are the most economical in their use of memory. Like others, we quote the minimum memory required to load our software but we also like to make it clear that all graphical software requires more memory - dependent on the functions being used.

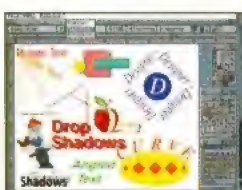
Final Writer™

Release 3

Hard drive compulsory, this new program is for power users wanting the ultimate performance. As with **Final Copy II**, excellent output is guaranteed utilising **PerfectPrint™** and you'll also benefit from a host of other advanced features including...

- **Text Blocks™** which position text at any size, angle and position on the page.
- **Touch Tools™ & PowerUserBars™** giving 'one touch' control - just click on a button... define, change and save such attributes as text position, font size, font styles (bold, italic, underline etc.), justification, bullets, line spacing, indents etc.
- **FastDraw Plus™** allowing more versatile on screen drawing tools which include options like rotation.

Final Writer can also import, scale, crop, view on screen and output structured PostScript EPS clip-art images (we even include 100 free) to any printer. With PostScript printers your options include... thumbnails, crop marks, scaling and halftoning.



Add ARExx/Macros, floating palettes, undo/redo (both text formatting and graphics), table of contents, auto indexing, table of illustrations, bibliography generation, new drag & drop



text, spelling while you type, dictionary hyphenation, foreign language dictionaries (German, French and Norwegian), auto save, polygon graphics irregular shape generation, plus lots more. **Release 3** takes your Amiga further than ever before!

Amiga word publishing power, only **£74.95 inc. p&p.**

Release 3 includes 100 quality clip art files and 120 outline fonts and, when you register with SoftWood, we send you a further 50 Bonus Fonts Free too!

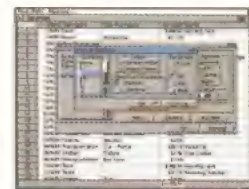
Final Writer Rel 3 requires any Amiga running Workbench 2 or 3 with a hard disk drive and a minimum of 2Mb. free RAM.

Final Data™

New Release 2

Final Data has been developed to be by far the EASIEST TO USE Database for your Amiga. To set up a **Final Data** database, you won't be confronted by an array of unfamiliar commands... simply define a column for each category of information you want to keep eg. first name, surname, house name/number, street, town, county, postal code, phone number etc.

(Incidentally, you can add or remove columns at any stage). Your new database will appear as a table with rows and columns allowing you to view whole ranges of data at the same time. Column widths can be adjusted by dragging their borders with the mouse. Data is then entered into "cells" (**Final Data** even detects entries of invalid dates etc. and displays an alert message). Screen totals are available as options on all amounts/calculations (numbers can also be formatted with currency signs and commas).



Final Data even has built-in routines for label printing and you can always utilise the "Print Merge" feature found in **Final Copy II™** and **Final Writer™** - simply select the program you are using and **Final Data** does the rest automatically. You can also access any database created in **Pen Pal™**, **MailMerge™** and **File Hsg™** as well as standard ASCII files found in many other programs. Above all you'll be able to start using **Final Data** immediately.

New Release 2 adds features that now allow you to...

- **Select Multiple Rows/Columns** that aren't adjacent to one another
- Call up a comprehensive **Database Query Requester** which lets you define a complex search criteria
- Access **Sub Lists** to display rows which have been located by a query or manually selected and then print or save them
- Open a window in which you type information to use as a **Memo**
- Create a database with **Running Calculation Columns** (for using like a current account statement with credits against debits etc.) and
- Refined use of many other **Final Data** functions too.

In a recent CU Amiga Magazine, the editorial read "...the majority of Amiga users sitting at home wondering what practical use they can put their computers to should rush out and get **Final Data** immediately".

An easy to use yet extremely powerful method for keeping all your records in order... at only **£39.95 inc. p&p.**

Final Data Rel 2 requires any Amiga system with a minimum of 512K free RAM operating under Workbench 1.3 or higher.

Mr/Mrs/Miss/Ms: _____ Initials: _____ Surname: _____

Address: _____

County (Country if overseas): _____ Postcode: _____

Daytime telephone: _____ Evening telephone: _____

Please rush me...

ADVANCE INFORMATION ON THE ALL NEW... Final Calc™

(Please Tick if required)

Please charge my credit/debit card as detailed below and rush me my new SoftWood software (Please Tick as required)...

Final Copy II UK £49.95	<input type="checkbox"/>	Final Copy II Overseas £59.95	<input type="checkbox"/>
Final Writer UK £74.95	<input type="checkbox"/>	Final Writer Overseas £84.95	<input type="checkbox"/>
Final Data UK £39.95	<input type="checkbox"/>	Final Data Overseas £49.95	<input type="checkbox"/>
Final Writer Foreign Dictionary UK £19.95	<input type="checkbox"/>	Final Writer Foreign Dictionary Overseas £26.95	<input type="checkbox"/>

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Pro-Pak

If you're asking yourself what a *Pro-Pak* might be, it's actually the structured drawing program *ProVector* bundled with several handy little utilities for dealing with vector images. Graeme Sandiford can tell you more...

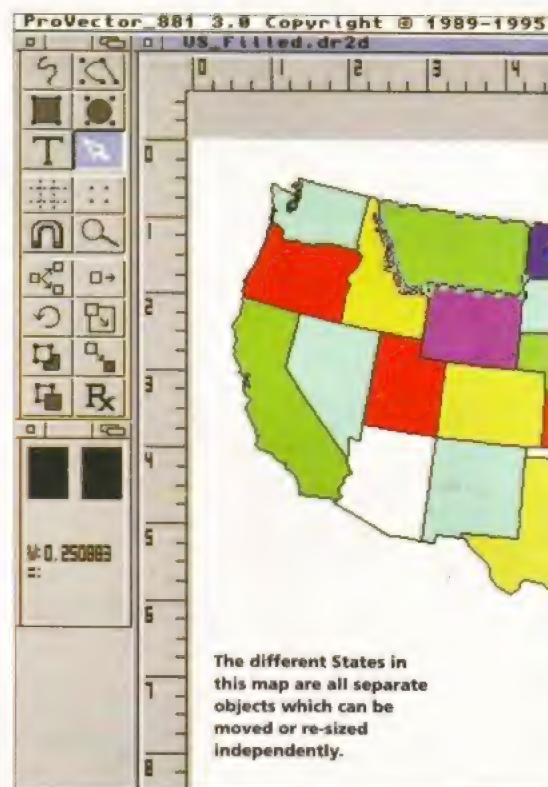
You can't beat a paint package for creating images – just slosh on the 'paint', and you're away. But if you make mistakes, or want to change an image at a later date, then you've had it. Even changing the size of your picture can be a problem – bitmap images sometimes distort badly and often become blocky-looking, which limits an image's usefulness in DTP designs.

So how do you get around this frustrating limitation? Probably the best answer is a vector-based drawing program, which is what *ProVector* is. The main difference between bitmap and vector

programs is the way in which they store and represent the image on the screen.

Paint programs just store the whole screen as pixels of different colours, but vector programs store their data as vectors, which are a geometrical description of a shape and the relationship between the points that make up a shape.

The result is that shapes can be transformed and scaled without any loss in quality and, no matter how closely you zoom in, the lines and shapes always remain smooth. The vector method also has the advantage of treating the things you draw as either individual objects or



groups of objects, which means that any object can be singled out and modified at any time.

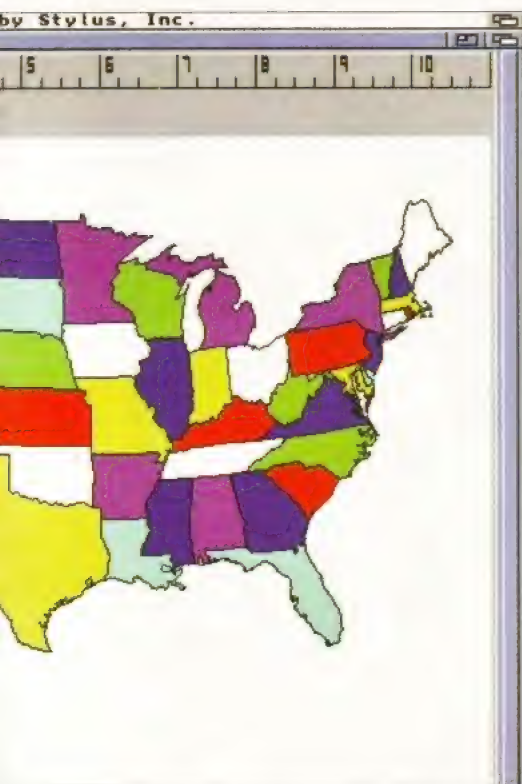
ProVector is not new, but it's now available for the first time in this suite of programs called collectively *Pro-Pak* – it comprises *ProVector 3*, *StylusTracer*, *PSImport* and *RexxRequest*. Between these programs, you should have everything you need to create Vector-based images and convert from PostScript and bitmap images.

The nerve centre is *ProVector*, which links to the other programs by means of ARExx. Obviously enough, *ProVector* is primarily for drawing images and it has a relatively straightforward interface that looks like a cross between a paint package and a DTP program.

A project window displays the page you'll be drawing on, with vertical and horizontal rulers, while a floating toolbox offers tools for doing three different things to objects: creating, manipulating and modifying them. Clearly a creating tool simply creates an object, but the difference between a manipulation tool and a modifying tool is that modifying involves physically changing an object, whereas manipulating an object just changes its position or orientation.

The main creation tools are Freehand, Straight-Curve, Rectangle, Ellipse and Text. The Freehand tool works in much the same way as its paint-package counterpart – scrawl away and a line appears – but since it's a vector line, it can be adjusted by moving its points.

Straight-Curve is the most useful: it draws continuous lines that are a combination of straight and curved parts – you simply click and hold to get a curve rather than a straight line. The Ellipse and Rectangle draw what you'd expect, though if you shift-click on the tool icons, as with most of the tools, extra options appear.



The Rectangle can be used to draw regular polygons by inputting a number of sides, while the Ellipse tool can be modified to create circles, arcs and wedges.

The main modification tools work on an object's points. To modify a point, you first select the object and then double-click on the point, which brings up a list of possible modifications. The options are Move, Add Before, Add After, Delete, Make Curve and Adjust. These are pretty self-explanatory except for Make Curve, which turns a point into a curve by adding a point either side.

The manipulation tools include the usual features for scaling, rotating and moving objects as well as a cloning tool which can make copies of an object. There are also tools for moving objects forward or backward in their current layer, so that they can overlap, or be placed behind, other objects.

As well as tools, there are other functions available from pull-down menus. It is possible to group objects together so that they can be moved and re-sized as one.

This simple image illustrates *ProVector*'s ability to align text along a path.



An object can be broken down into paths or lines which can be manipulated individually, which can be handy for text effects – type in your text, then break up the letters and mess around with them. Text can also be aligned to paths to give you lines of words that squiggle or run round the edge of an object.

You can distort an object by warping it, skewing it, or changing its perspective. Objects can even be mirrored, or morphed using the Blend tool to generate a series of objects that change in shape. The program also retains a high level of compatibility, since it can export images in EPS and Adobe's *Illustrator* format.

Enough of ProVector – the *Pro-Pak* also includes *StylusTracer*. This program's function is to convert bitmap images to a vector format that can be read by *ProVector*,

and it does this very successfully. It also has image processing features to help make the tracing process as accurate and easy as possible, including colour re-mapping, a variety of blurs, scaling tools and even some painting tools.

Of the other two useful tools, *PSImport* is used to convert PostScript images and fonts into a format that can be read by *ProVector*. This opens up a wide resource of clip-art from different systems such as PC and Mac. *RexxRequest* is an excellent ARexx tool that enables you to create windows and gadgets for your ARexx programs.

All in all, this is a mighty impressive collection of illustration tools and could be of benefit to casual users and professionals alike. Although it may be the most fully featured vector drawing program on the Amiga, it is far from cheap and would benefit from a price-reduction.

PRO-PAK

<p>DISTRIBUTOR Emerald Creative Technology 0181 715 8866</p> <p>PRICE £199.95</p> <p>SYSTEM REQUIREMENTS 2Mb RAM recommended.</p> <p>SPEED Most of the programs are very fast considering the complicated calculations they have to perform.</p> <p>MANUAL Logically structured and well-written, though more tutorials would be good.</p> <p>ACCESSIBILITY All the programs have good interfaces, although <i>StylusTracer</i> can be a little confusing at first.</p>	<p>FEATURES This is without doubt the most feature-laden structured drawing program (or suite of programs) available for the Amiga.</p> <p>VALUE Although this is cheap by Mac or PC standards, a drop of about £50 wouldn't do the program any harm.</p> <p>"At last, a program to rival Freehand and Illustrator on the Apple Mac."</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">89%</p>
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The essential magazine for Amiga enthusiasts

AMIGA SHOPPER

Scanners

Importing images for use in your documents is a great way of livening up your DTP and there's a scanner to suit every pocket. This month's Supertest covers the whole spectrum from hand-held to flatbed.

Which one suits you?

Our resident DTP expert, Larry Hickmott, puts them all through their paces and gives you the information you need to make an informed purchase. It's scan-tastic!



The Amiga reborn



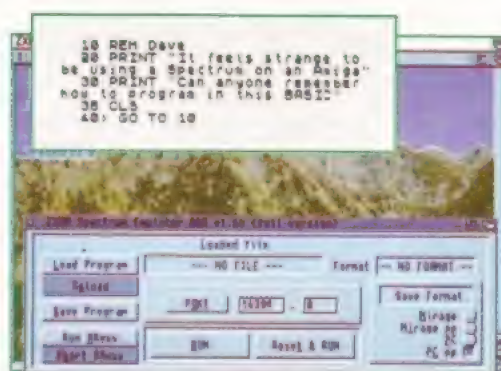
Amiga Shopper found out what lies in store for the Amiga at Escom's recent press conference.

AS follows up the story of Escom's purchase of Commodore, finding out what they have in store for the future of the Amiga. Their exciting plans are unveiled with specifications for new models and the aim of re-launching the Escom Amiga as the platform for multimedia. Everything you wanted to know about the Amiga's future, but were too afraid to ask.



Emulation

When is an Amiga not an Amiga? When it sheds its skin and turns itself into a PC, a Mac, a Spectrum... This special report looks at software emulators that enable you to run software from different platforms on your beloved Amiga. There's also information on simulating CD 32s, on Amigas with CD drives and transferring data to and from PCs and Macs. And it needn't break the bank! All the products from Public Domain to commercial are tested out to find the one that suits your needs best.



A Spectrum on your Amiga is just the beginning.



Disks

This month's disks include an exclusive demo of Ami-FileSafe, the new professional file system, as well as a huge, specially selected PD extravaganza. With a disk cataloguing program, a word processor, a file manager, dozens of utilities, 3D objects, clipart, samples and so much more, these disks bring you the cream of the crop. You'll lap it up.

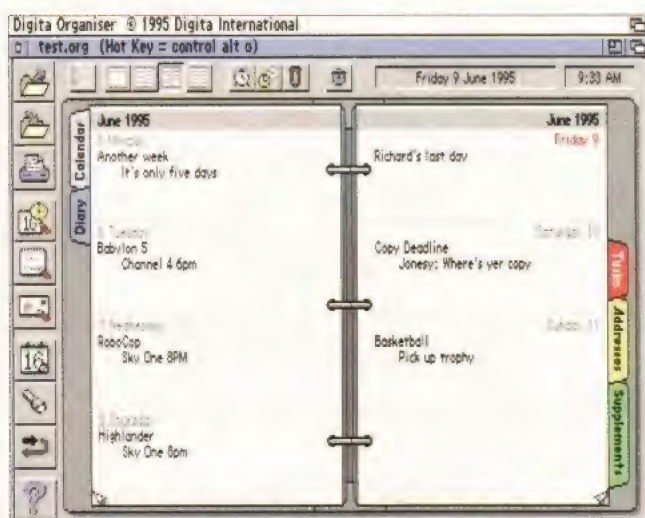
Plus Reviews

- Scala MM400 – The latest version of the world's best multimedia presentation program gets fully road-tested.
- SyncMaster – We tell you our view of Samsung's new monitor range.
- Plus! Flexi-Link, Final Data 2 and a massive 19 CDs in this month's roundup and more!

Amiga Shopper **August** issue **52** On sale **now.**

Digita Organiser

Are you clean, tidy, well-organised?
Do you never forget a birthday?
If so, you might not need this –
but Graeme Sandiford does!



If you are anything like me, your desk, monitor and most of the available wall space will be covered with yellow Post-it notes. I can well imagine that a time-lapse recording of my desk over the course of a month would look like the growth cycle of some strange yellow fungus, as old notes steadily died away and new ones replaced them.

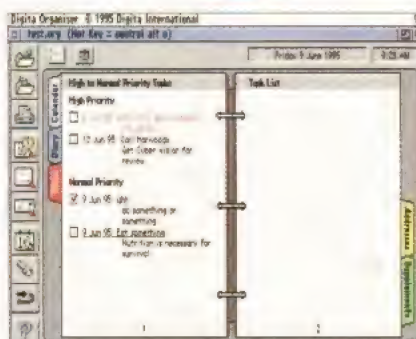
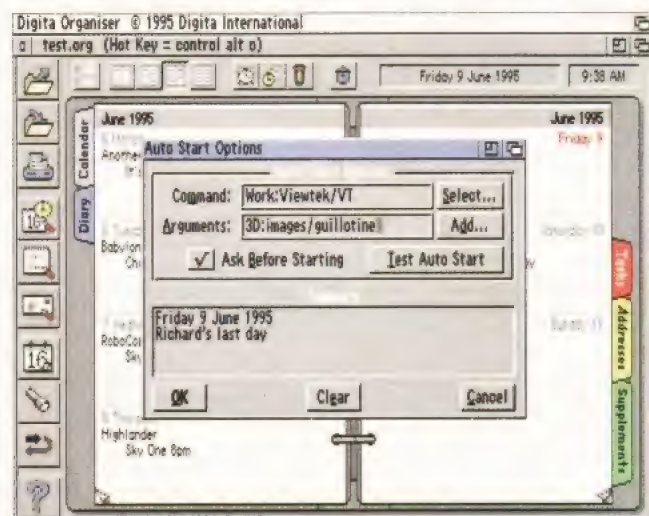
All this could soon come to an end, thanks to *Digita Organiser*. Essentially this is a digital Filofax™ but, unlike that other indispensable poseur's accessory, the electronic pocket organiser, *Organiser* is integrated with your Amiga.

As with *Lotus Organiser* on the PC, *Organiser* models itself on the leather-bound original. Its interface is basically an on-screen representation of what Filofax™ imitators coyly call a 'personal organiser' and you move from area of the program to

The Diary is the part of the program you'll probably use most.



Events can be used to trigger external programs or commands.



The Task list is essentially a things-to-do list, and tells you off if you haven't done a job.

another by clicking on page-corners or sticking-out thumb-tabs. There are high-tech alternatives in the form of icons and menus, so whatever it is you want to do, you can usually pick from three ways of getting it done.

The program breaks down into five main sections: Calendar, Diary, Tasks, Addresses and Supplements. The functions of the Addresses and Calendar displays are so obvious I won't even mention them, except to say that the Calendar shows several months at a time and clicking on a date takes you to that day's Diary entry.

The Diary is where you'll spend most of your time – after all, the idea of a 'PIM' (Personal Information Manager) is to keep you up-to-date with appointments. Making an entry in your diary is as simple as clicking on the date you wish it to start. This brings up the Event Details requester, and all you have to do is type in the details of your appointment, adding a title and notes describing the event. The date can also be given one of five priority settings.

Events can be set to repeat every day, week, month or year until a specified date. You can also set an alarm, complete with



The Supplements section contains all sorts of information that you might find useful.

on-screen reminder, to appear in advance of the event. The best feature, however, is Auto Start, which will execute a command. This could be used to start a timed back-up of your hard disk, for example.

The Tasks section is another one that is used frequently. Essentially it's a list of things to do. The entries in this list can be sorted by priority settings and can be ticked off once the task is completed. Once the date for a task has gone by it turns red if it has not been ticked off, to attract your attention.

The Supplements section is an interesting one: it's a collection of maps, conversion tables and all the other amusing but fundamentally useless sheets you can buy for your Filofax™. These are in ASCII format, so you can add your own and PD ones are bound to appear.

Organiser is useful, easy to use and has plenty of extras both practical and silly (like Digi Sense, which is a find tool, and the fortune cookies that appear every time the program is started). I've been using it for well over a month now and I'm afraid if Digita want it back they will have to send several big men with sticks to get it.

DIGITA ORGANISER

DISTRIBUTOR
Digita International 01395 270273

PRICE
£39.99

SYSTEM REQUIREMENTS
1Mb of RAM and Workbench 2+.

SPEED
Searches are performed quickly, as are the importing and exporting of files.

MANUAL
Clear and quite copious. Does an excellent job of guiding you through the program's features.

ACCESSIBILITY
An excellent interface enables you to work the way you want to.

FEATURES
So many features it's like having your own secretary – well, almost.

VALUE
£39.99 is a small price to pay for sorting your life out.

"An essential piece of software to bring organisation to all scatter-brains."

92%

• BEST SELLERS •

GASTEINER 2400DPI SCANNER

NEW



The only scanner available for Amiga with 2400x2400 dpi with interpolation.
Full 24 Bit scanning.
Full SCSI-II interface.
Includes scanning Software for Amiga's.
Compatible with any Amiga/PC/Mac with a SCSI card.

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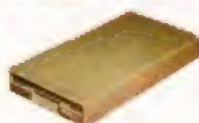


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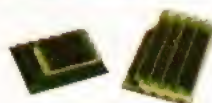
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Fits internally in trap door.

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Industry standard 72 pin simm upgradeable to 8Mb.

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Compatible with PCMCIA slot.

Upgrade with any FPU size.

With built-in real-time clock.

Unpopulated board

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(Oktagon 4008 with A2000-A4000)

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28800bps ITU-T V.34 Data Protocol.
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Lightwave

Lightwave 3.5 is powerful and easy to use, but it can still be improved. Indeed, many of you are awaiting the delayed version 4.0. In the interim, **Graeme Sandiford** takes a look at two ways of improving Lightwave's features.

Motion Master I

Both these packages are collections of several handy plug-ins, so we'll take a look at the individual features of each one.

EXTRACTAUDIO

This one produces 'envelopes' from IFF samples. Why? Well, imagine you wanted to create an animation of a talking head using real samples: you would need to morph from one mouth position to another. And of course you would have to get the morph-target envelope spot-on, or the mouth would not be synchronised correctly with the sounds.

ExtractAudio reads amplitude data from samples and creates an envelope based on the information. Once saved, the envelope can be loaded in for use with any of *Lightwave's* features that support the use of envelopes to specify their parameters.

This could include things such as an object's size, position, or rotation, or a light's intensity. As you can imagine, this opens up all sorts of possibilities: you could have a light that flashes in response to changes in sound, a ball that grows, or a dial or meter that rotates or moves.

MOUSERECORDER

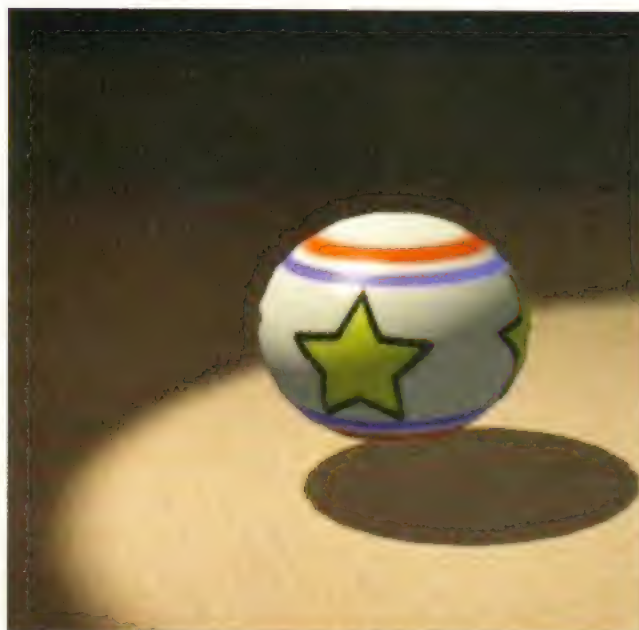
This is the smallest of the programs and performs a simple task. It records the motion you make with your mouse, but only movement on the Y axis.

This means that it isn't really suitable for choreographing complicated motions freehand, but you can create random or spasmodic fluctuations on an object's position, size and orientation.

PATHFLOCK

This little chap can load in several objects and then generate flocking motions for each one. These objects will be attracted to a certain point and will, therefore, gravitate towards it, but in doing so they will avoid crashing into other objects (if you choose that option).

The operation of this program is a little complicated and, as with most plug-ins available, it is best run simultaneously with *Lightwave*. However, it is much simpler and less labour-intensive than key-framing. The results are excellent. By varying the options (such as inter-object stiffness, spacing of the object, their speed and



The ball in this animation "squishes" nicely as it hits the ground thanks to *Wobbler*.

chaos values) you can emulate anything from a herd of animals to a cluster of heat-seeking missiles.

TIMEMACHINE

A time-line editor for controlling multiple object morphs. Morphing is one of the most complicated of *Lightwave's* features and is essential for creating smooth



'Point at' could be used by sci-fi animators who are creating scenes with tracking guns or even guided-missiles.

animations. *TimeMachine* is similarly complicated and has the largest area of the *MMI* manual devoted to it.

Up to 16 objects can be loaded into *TimeMachine* at one time. Each object is displayed on its own section of a grid and has its level of morphing indicated by a graph. You can add, remove and drag keyframes for each object individually. It also has extensive support for sound and you can load and play samples.

MOTION MASTER I

DISTRIBUTOR

Premier Vision 0171 721 7050

PRICE

£120

SYSTEM REQUIREMENTS

Lightwave 3.5 and loads of RAM.

SPEED

3D animations are rarely worked out quickly, but most of the programs are pretty nifty.

MANUAL

Well-written, with plenty of helpful tutorials and diagrams.

ACCESSIBILITY

This varies a great deal from program to program - some are a little hard to use, but most are OK.

FEATURES

There are plenty of powerful features, but they are not all particularly useful.

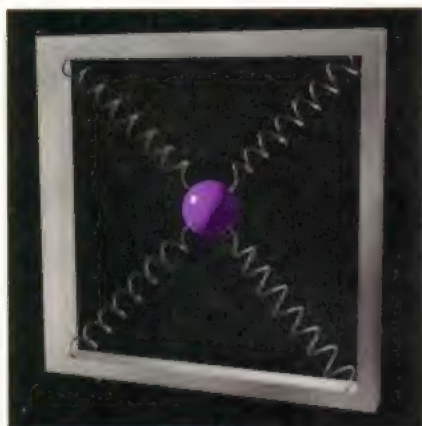
VALUE

A bit too expensive, when you consider that most of the programs are not going to be used frequently.

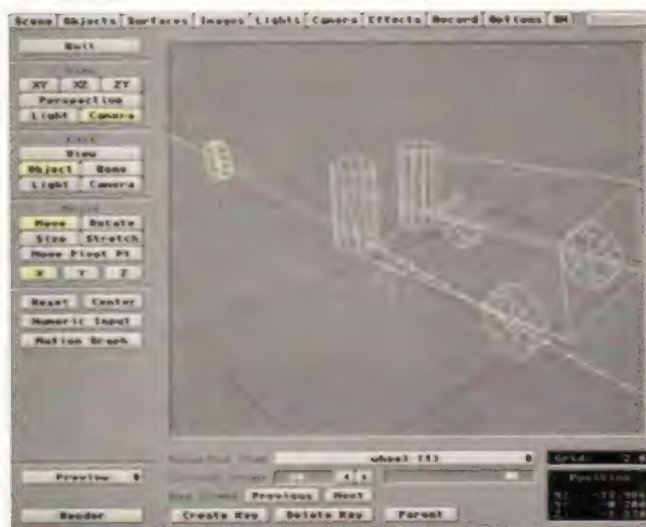
"There are some interesting programs here, but few practical ones."

75%

Plug-ins



Wobbler has been used to give the springs in this animation a bouncy spring-like motion.



The wheel that has been knocked off this toy car was originally parented to the car, but was given its own motion path by *Child2World*.

Motion Master II

Not just three but four little plug-ins in this collection, but again very varied.

CHILD2WORLD

One of the most frustrating problems with *Lightwave* is using parented objects. If you un-parent an object from a hierarchy, it leaps back to its original position.

Child2World cures this by taking the positional information from the parent object and saving it to the child object. You load the parent object's and each of the child objects' motion files into the program and list the motions hierarchically. The program will create motion files for each of the objects, so they become independent of each other.

This can be particularly useful when you are trying to create a scene where most of the objects stay in a similar trajectory until a certain frame. It's a convenient tool, and although you could achieve similar functions using *Lightwave*'s 'make key-frame for object and descendants' option, this is a quick and easy way.

WOBBLER

The sole purpose here is to make your objects wobble. The idea is quite simple – input a motion and the program will output a wobbly version.

To set your 'wobbliness' you are given control over three factors: restoring force (how quickly the object springs back toward its rest position), spring damping (the force that stops the object from bouncing indefinitely) and blobbliness (which can stretch or squash an object – an obvious use is a ball squashing slightly



ExtractAudio reads IFF samples and produces a *Lightwave* envelope from its fluctuations.

as it rebounds from a surface). These effects can give impressive results and it's useful program to have because it adds that finishing touch to an animation.

POINT AT

One of *Lightwave*'s best features is the ability to target an object with the camera or a light, but it's a shame you can't make one object target another object. This is where *PointAt* comes in handy – it's a relatively simple tool. All you need to do is set up your scene, set the motion path for the object that is to be targeted and then load the scene into *PointAt*. Once loaded, you can select which object will target another, and save a scene ready to render.

VOLUME CUBE

This has an interesting principle behind it – random walks. This is a way of randomly controlling a group of objects. It's an alternative to methods such as flocking, that attempt to generate natural-looking motions for several objects.

VolumeCube restricts the movements of an object to a cube-shaped area, so while the objects can move randomly, their overall movement is governed by the path of the volume. If an object comes into contact with the cube's sides it bounces off.

In summary, the collections are expensive at £120 each, but *Volume II* offers more useful tools and is the better choice. **AF**

MOTION MASTER II

DISTRIBUTOR

Premier Vision 0171 721 7050

PRICE

£120

SYSTEM REQUIREMENTS

Lightwave 3.5 and loads of RAM.

SPEED

As fast as you can expect programs working out complicated maths to be.

MANUAL

Well-written, with plenty of helpful tutorials and diagrams.

ACCESSIBILITY

Pretty much all of the programs are very easy to use.

FEATURES

There are plenty of powerful features and, unlike *Volume I*, they're all potentially useful.

VALUE

£120 is still a bit too expensive, but the programs can enhance your animations greatly.

"A collection of useful programs that no *Lightwave* user should be without."

88%

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Light ROM Volume 2

PDSOft ■ 01702 466933 ■ £39.99

One of the best-selling CD-ROMs this year is the *Light ROM*, a large collection of 3D files, most of which were intended for use with *LightWave*. The second volume of this collection has gone one step further towards a *LightWave*-only stance, because all the objects are stored in *LightWave*'s format, but the image-based files can still be used with any other 3D package.

One of the first things I look for in a CD is an index, because it saves a great deal of time searching for the right image.

Thankfully, as with the first disc, *Light ROM 2* has an excellent index, with thumbnail images of rendered objects and textures.

One of the most interesting new additions to the collection is the 'animaps directory'. This contains several animations for mapping on to objects.

As you might expect, there is a healthy selection of spaceships and sci-fi-related objects, but that's not the only priority of this collection. There is quite a good range of objects, and you'll find plenty of buildings, humanoids, cars, planes and animals. One directory that has received a serious boost in size is the botany directory which has several highly-detailed objects.

Unfortunately, although this is quite a comprehensive collection, there are several files on this disc that also appeared on the first disc. In spite of this, there are still plenty of new objects – enough to fill up the space vacated by the objects from *Imagine* and other 3D formats that have been removed.



This BattleTech robot is fully articulated and ready to go.

"A must-have for LightWave users who don't have the first volume."

91%



This sleek sports car is just one of many vehicles on Volume 2 of the *LightROM*.

CD-ROM Round-up

Texture Gallery

PDSOft ■ 01702 466933 ■ £39.99

If there is one thing that most 3D artists can't get enough of, it's good textures. Textures can sometimes add that finishing touch, a swift lick of extra realism, to rendered objects. And 2D artists can also benefit from a good bank of textures, which can often make good backdrops.

The *Texture Gallery* is a pack of two discs full of scanned and computer-generated textures. However, this is not quite as much of a bargain as it might first sound, since one of the discs contains the same images as the other, but in a different format. While this may give the collection a wider market, it may as well be sold as two separate discs at a lower price.

The majority of the images are scanned images of real-world surfaces such as marble, material, metals, brickwork,

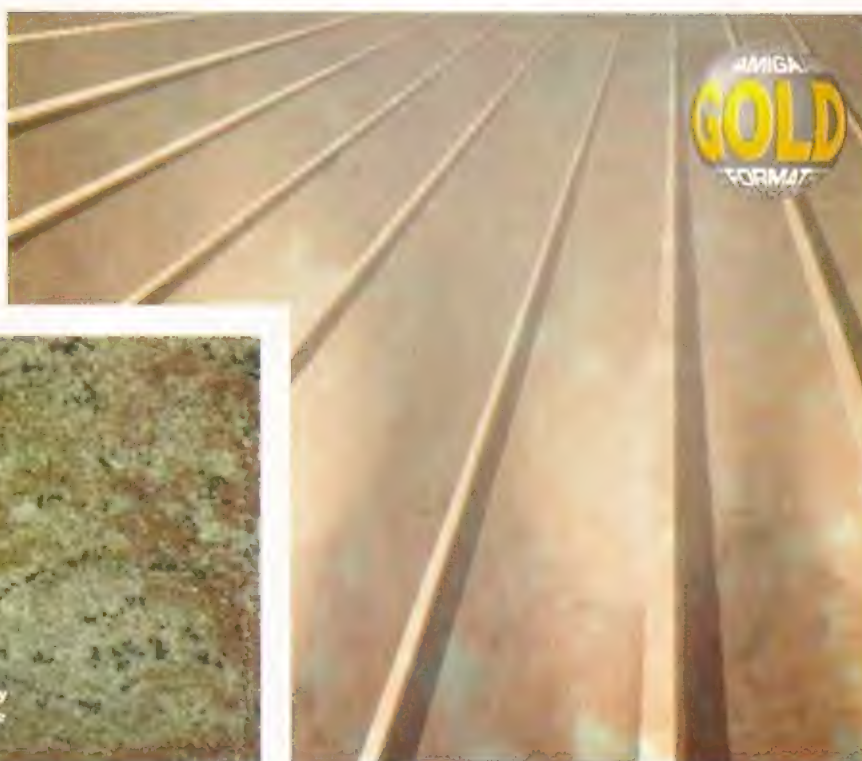
foliage, water and even carpet. Pretty much all of them are of a high standard and most can be tiled seamlessly. There are also several bumpmaps.

A bonus is a directory devoted to some interesting images drawn by a chap name Kevin Lude. They are extremely detailed

and vary in subject from simple grid-like backgrounds to colourful abstract images.

Despite my reservations about the need for a two-disc set, even at £39.99 there are still enough high-quality images here to make this collection a worthwhile purchase for most computer artists.

This image by Kevin Lude gives a good idea of the thrust of this collection – it's not spectacular in itself, but it is ideal for video backdrops.



This is just one of many scanned textures in the *Texture Gallery*.

"A wide range of useful images at a reasonable price."

92%

Ten on Ten

Almathera ■ 0181 687 0040 ■ £39.99

There are some things in life that you instinctively know make sense, and Almathera's offer of 10 CDs for forty quid – which works out at a mere four pounds for each disc – has to be one.

The only drawback might be if you have some of the discs already, because this limited-edition package is a mixture of several older CDs and just a few new ones. Not all the data is software – there's clip-art and fonts too, for instance – but most of the stuff on the discs is PD or Shareware.

Up first is Almathera's *Comms and Networking* CD, which contains comms software, networking tools and an extensive collection of Internet tools.

Discs two and three are a couple of classics – *CDPD* volumes 1 and 2, which contain a random selection of Amiga PD

and Shareware. And fourth in line is another oldie, *Demo 1*, which as you might expect is a collection demos. Some of the demos, such as anims, will played from disc, but others may need de-compacting.

Disc five is an old CDTV multimedia atlas, with facts and maps for the nations of the world, while number six brings lovers of classical literature the Illustrated Works of William Shakespeare.

Disc eight is for battle-sim fans, offering the classic *Team Yankee*, and disc nine is the *Photo Library* CD with tons of images, scanned, rendered or drawn. It also boasts a demo version of *Photogenics 1.2* and some Photo CD images.

The final disc is full of fonts and clip-art. The clip-art images are in IFF format and are black and white, and fonts are supplied in three forms – CompuGraphic, PostScript and bitmap.



You may find it hard to believe, but this man is one of the country's leading games programmers.



This excellent collection of 10 CDs also includes a demo of Photogenics 1.2.

"This huge collection of software really does have something for everyone."

87%

Animatic

GTI ■ +49 6171 85937 ■ £14.99

This disc of animations and viewing programs has one claim to fame – it's a multi-platform CD that can be used not only on the Amiga and the PC but also, apparently, the Mac too.

The drawback of this clever-sounding idea is that most of the animations have been produced on the PC and are, therefore, in the FLI format. Second problem is that the quality of the animations varies widely, but most are frankly crap.

The Amiga-generated animations are quite decent examples, but they are all pretty old. You'll find elderly offerings from AGATron and Eric Schwartz.

Not all of the anims are rubbish, but the poor ones outweigh the better ones quite substantially. If you are looking for an animation CD you might try the *TGV Animation* disc reviewed last issue.

"A lot of poor and old animations with few good ones."

73%

This smoothly modelled socket was created with the fine but horrendously expensive 3D Studio.



Fortunately, this rather intimidating fellow seems quite unable to move.

Graphic Sensations

Epic ■ 01793 490988 ■ £19.99

Yes, you've guessed it, this is yet another CD-ROM filled with graphics-related software and files. Now, content is important, of course, but presentation is too, and the first things that leaps out at

you when you look at this disc is that it has a rushed look and feel about it. One of the contributing factors to this is that there is no form of index. Another is that neither the still images nor animations have any icons, so you can't view them by simply double-clicking on them.

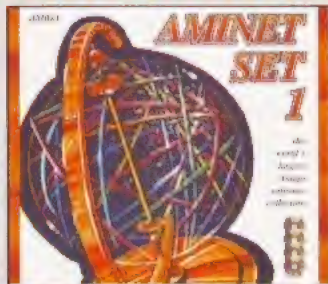
Gripes about presentation aside, you'll find that the content is standard fare – all the PD objects and textures that are doing the rounds on most 3D or graphics CD-ROMs – though a few extra GIFs and fonts have been thrown in, with a selection of viewers, too.



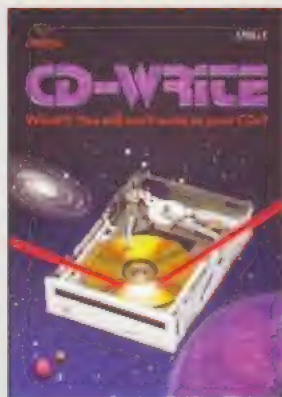
I bet you've seen this picture before – oh you have, you've probably seen 80% of the other images on this disc.

70%

Aminet CD 6, dated June 1995, consists of approximately 1.1 gigabytes of software in 3600 archives. Since the release of Aminet CD 5 more than 240 MB new software has appeared. The current edition has a special focus on demos, more than 1800 demos from Aminet were included. User friendly access software make the Aminet CD 6 a pleasure to use. **£14.95**



Amiga's the world's largest collection of freely distributable Amiga software. Up to 10,000 users access the vast archives every day and countless programmers publish directly via Amiga's list servers. Access to AmigaNet is restricted to international network users. With Amiga Set 1, consisting of 4 CDs, the complete archive is published the first time. This CDROM collection, which is dated January 1993, offers an almost unbreakable treasure of top-grade AmigaDOS 3.2 software: images of programs as inclusive applications, games, demos, pictures, fonts, animations, developer material... It contains approximately 40,000 files of software in 72,500 entries and you will profit from hundreds of comments. **£29.95**



What?!! You still can't write to your CDs? CD-ROMs have long been an essential part of Amiga computing. Many users already own a CD-ROM drive, and the number of software packages available on CD is increasing steadily. Until now, though, it was not possible to write to CDs. You have solved this problem with your new revolutionary product. Ralph Babel and Stefan Ossowski's Schatztruhe are proud to present what they consider to be the pinnacle of technology. CD-Write enables you to virtually write to CDs with an ordinary CD-ROM drive. From now on, you will be able to write, delete, and modify data on your CDs. This product will take you into a new era, and you will be able to utilize CD-ROM technology to its fullest. **\$44.95**



The Freshfish CD-ROM series, produced directly by Fred Fish, provides Amiga users with hundreds of megabytes of the latest freely redistributable software. Published approximately every two months, each volume is a two CD set containing new submissions since the latest volume, as well as an ever growing selection of tools, libraries, documentation and other useful material that is compatible with every release. £29.95



CDBoot is a fantastic new product that enables you to use almost any CD32 games on an A1200 or A4000 (with AT- or SCSI3CD-ROM drive and any filesystem). You can create a configuration file for each CD, containing information on the Joypad emulation. You can also save the highscore of each CD game. The usage and installation of CDBoot is very easy, also for beginners, due to the excellent English manual. Since the compatibility is very high, you can use 98% of CD32 games currently available. CDBoot is an excellent software solution for all AmigaFrags, who would like to enjoy the world of CD32 games! £34.95



The FreshFonts II CD-ROM contains 632 megabytes of fonts for all major text computer systems. Most of the fonts are freely distributed, except for the Thigran fonts, which are exclusive on this CD. Each of these fonts is included in four different formats: DME, Agfa Intellifont, Adobe and TrueType. There are 231 font families on this CD (each containing up to 8 different styles). They are classified in seven categories: Decor (61 families), Modern (27 families), Modern (16 families), Script (27 families), Script (26 families), Script (26 families), Thigran (19 families). **\$19.95**



This CD contains 40 games for the Commodore Amiga from different categories: Action, Jump & Run, Card Games, Puzzles, Strategy Games, etc. It contains the complete Commodore game library. Delight will hold you captivated for hours and guarantees long-lasting pleasure. All games are commercial versions - no public domain & no demo! This CD can be run on any Amiga with CD-ROM drive. CDIV or Amiga CD32 Console with 1 MB free memory and joy stick. **£29.95**



Volume 2 of the GoldFish series contains a selection of software, an inventory, pointers and other material collected on English COBOL between October 1993 and November 1994, with most of the material updated to the latest available versions. All material is included in both archived (BB5-ready) and unarchived (ready-to-run) forms.



The LIGHT ROM contains about 850 megabytes of 3D object images, image sequences, scene files, surface attributes, bump maps and textures in IFF and Targa formats, DEMs, and Lightwave related text files. LIGHT ROM is an invaluable resource for Lightwave users, and as a bonus, includes material for Sculpt 3D and Imagine.



3D Stereograms on your screen! A new, interesting entertainment is born. Without special aids a three-dimensional colourful and fantastic object appears suddenly in a two-dimensional stereoscopic printed picture. The picture of objects has already formed pictures of people around the world. Now you can view the stereograms at home on your screen! All you need is on this CD. Besides 200 stereograms with varying difficulty, there is software on the CD, which enables you to create your own 3D pictures. **£12.95**

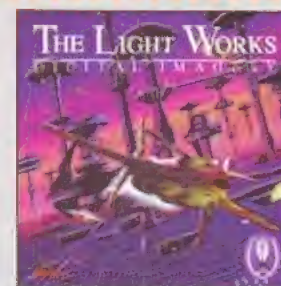


Generically, others regard CD as full featured UNDOCS operating system with both sources and binaries for the Amiga i386, Sun 3, and other architectures. Go networking with the large selection of supported networking tools. Other supplied packages include a binary release of the X window system (X11R6) for the Amiga, with many additional items, and packages such as perl, emacs, gnu Emacs, mail programs, and many megabytes of important text files such as RFCs and FAQs. A complete installation guide is available on the CD. There are also some AmigaDOS internal utilities, such as clients for Amiga's ProDOS format. **\$9.95**

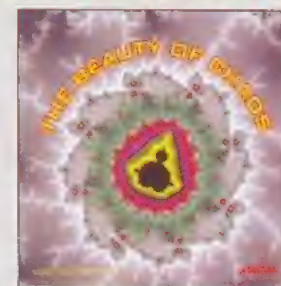


The Missing Piece Volume 8 contains 650 MB of the final 7.0 software via a special user interface, which has been created to allow you to find the program of your choice with ease. The contents: 25 MB of selected interviews - 50 MB graphics programs and data - 15 MB games - 10 MB from "The Party 3.4" CD (3 disk hard disk CD-ROM and 5.25"-tools - 19 MB various other tools - 11 MB educational software - 25 MB technical programs - 21 MB animations, mainly from Eric Schwarz - 40 MB developer tools (e.g. pre-installed complete "DICE", Chemix, Modeller, CommandWindow, Editor, Compiler) - 9 MB music programs - 10 MB midi programs - 27 MB pictures - 60 MB texts, FAQs, CD contents lists, etc. - 40 MB links for Amiga - 100 MB test applications (tested on 68010 and low level) - 18 MB movie data base - 50 MB archives for Pilon - 18 MB modules - 50 MB Final-3D for Amiga

89 95



Raytracing : A fascinating area of the computer graphics. Pictures from the computer, perfectly rendered, fascinate people all over the world. The Amiga was the first computer to be used for raytracing, and today it is still a leader, with many high quality programs. A master artist of raytracing is Tobias J. Richter from Cologne/Germany, whose detailed objects turn the people. Especially his space ships of famous science fiction films are used to demonstrate the capabilities of a raytracing program. The objects are highly detailed and extremely realistic due to the application of complex surface features of the models. Until now it was difficult to acquire these objects in order to create ones own scenes or animations. **339,95**



Dive into the fractal world of the Mandelbrot set and make a sub-journey through the depths of the Mandelbrot set. This CD includes 507 Mandelbrot pictures in GIF format (256 colors) in the resolution 1140x890, 034x788, 842x480 pixels, 30 animated true color pictures in GIF format. Graphic viewers for PC, Amiga and Macintosh required. **\$14.95**

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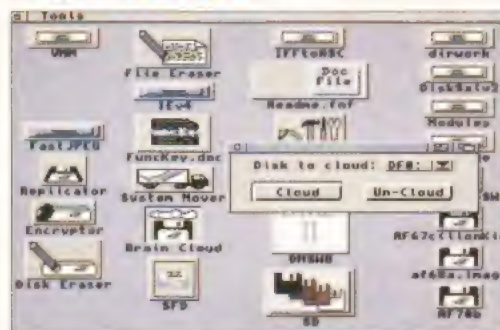
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Whatever technical problem you have, there's only one place to come for the solution. **Graeme Sandiford** is the man with the answers, and he can help you right now: so send your letter to **Workbench, Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.**

NON-DOS DISKS



If you want to make your disks unreadable, try using **Quarterback Tools**.

There is something that has been bugging me for some time now. It is how to make a non-DOS disk (on Workbench, under the disk icon it comes up DF0:NDOS). I cannot figure out how to do this even though I have tried on numerous occasions.

Neville Robinson,
Tamworth, Staffs

Well, Neville, I must admit I'm more than a little confused by your problem. I take it that you actually *want* to make an *unreadable* disk? The reason I'm puzzled is that the only use I can think of for this is to prevent your disks from being copied, which is what games companies do.

The bad news is that the only way of doing this is to create a non-standard file system, like most games companies do. This is far from easy and is not something that can be explained here.

If you merely want to stop people from accessing your floppies there is another solution, and it doesn't require years of study. **Quarterback Tools** has a program called *Brain-cloud* which can achieve the same result. Unfortunately, this program is hard to find, but you might be able to track down a second-hand copy.

CD SOLUTION

I am thinking about buying a CD-ROM drive, but prices are about the same as for a CD³². Is it possible to get a lead and connect a CD³² to my A1200 and use it like a normal CD-ROM drive? If this is possible, isn't it more beneficial to buy a CD³² than a CD-ROM drive, because you have two computers and no problems with compatibility for software primarily designed for the CD³²?

Richard Bunker,
Ravenshead, Nottingham

Yes, it's perfectly possible to connect a CD³² to an A1200 using the *Network CD* and cable from Almathera (0181 687 0040), explained last issue.

Your second question is an interesting one. Whether or not you should go for serial-linking a

CD³² to your Amiga or buying a CD-ROM drive depends largely on what you intend to use your machine for. If you use your Amiga mostly for games then you'd be better off buying a serial link such as *Network CD* because this would provide you with greater games compatibility.

If you intend to use your machine for serious applications, then the decision is a little trickier. Adding a CD-ROM drive to your machine does just that and nothing more – unless you go for a Squirrel drive. This provides the most convenient way of using a CD-ROM drive seriously because you don't have to worry about fiddling around with network software.

Buying a CD³² also gives you the possibility of adding an FMV cartridge or any other CD³²-only products that might be developed. But for ease of use, especially for serious applications rather than games, a CD-ROM drive is the best solution.



If you want 100 per cent CD³² compatibility then you can only guarantee it by getting a CD³².

WORDWORTH WOES

I was most interested to read your reply to Ann Onimus (Workbench, AF72) because I was about to write to you concerning what seems to be the same problem.

My system is as follows: A1200, Viper Mk1 68030 (with MMU) and 68882 FPU (both 28MHz), 4Mb Fast RAM (SIMM from an Amitek Hawk board), 85Mb Seagate 2.5-inch IDE.

I am currently using *Wordworth 3.1* revision 2. To put things simply, *Wordworth* crashes with a frequency and regularity that amazes me. Sometimes it runs for several hours before crashing, other times for a few seconds. I have rebooted 14 times (I've counted) since starting this letter. Crashes can occur when loading documents, spell checking, changing fonts, typing, printing (very frequently) or carrying out other operations.

The crashes are accompanied by error messages of the 8000 0004 variety – sometimes the A1200 gurus. If VMM is in use, I get messages such as 'Program failed, SDH2 error 8000 xxx' (SDH2: is the hard disk partition holding my

IF YOU HAVE A QUERY...



Graeme Sandiford

At **Amiga Format** we aim to answer as many questions as possible. Unlike some magazines, we don't just concentrate on our areas of expertise – we take on all your problems (as long as an Amiga's involved). Here are a few tips on sending in questions:

- Be concise.
- Detail the actual problem as best as you can.
- Describe the events that caused the problem.
- Give full details of your equipment.
- Make sure your question is relevant and wouldn't be more easily solved by contacting the dealer from whom you bought the goods.

Bear these points in mind and fill in, photocopy or copy the form below as best you can.

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Your Amiga:

- | | | |
|-----------------------------|---------------------------------|-----------------------------|
| <input type="radio"/> A500 | <input type="radio"/> A500 Plus | <input type="radio"/> A600 |
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Kickstart version:

- | | | | |
|---------------------------|---------------------------|---------------------------|---------------------------|
| <input type="radio"/> 1.2 | <input type="radio"/> 1.3 | <input type="radio"/> 2.x | <input type="radio"/> 3.x |
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Workbench revision:

- | | | |
|---------------------------------|---------------------------|-----------------------------|
| <input type="radio"/> 1.2 | <input type="radio"/> 1.3 | <input type="radio"/> 1.3.2 |
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Total memory fitted _____

Chip memory available _____

Extra drive #1 (3.5in/5.25in) as DF: manufacturer: _____

Extra drive #2 (3.5in/5.25in) as DF: manufacturer: _____

Hard disk: _____ Mb as DH _____

Manufacturer: _____

Extra RAM fitted – type, size (Mb) and manufacturer _____

Details of other hardware: _____

Continued overleaf ➔

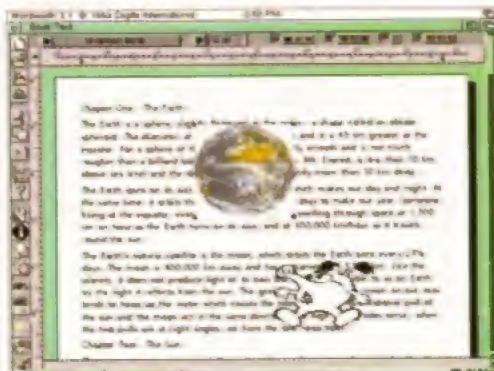
virtual memory paging file). When I check the partition that *Wordworth* is on with *Ami-Back Tools*, I get lots of errors of the 'Date In Directory Cache Incorrect' type, which fixing sometimes helps, and sometimes does not.

Warm re-booting on occasion results in the A1200 demanding a Kickstart disk and failing to recognise the hard drive. Following crashes, Prefs sometimes fails to set to the time saved and fails to acknowledge the hardware clock on the expansion board. Any ideas?

Tim Willets,
Wolverhampton

I'm sorry to hear you're having so much trouble with what is a very good program. However, I can sympathise with your problems because when I first upgraded from *Wordworth 2* to *3.1*, I had similar (if not quite so frequent) problems.

The way I got around my problem was to remove *Wordworth* from my A1200's hard disk completely and then re-install it from scratch. When I say remove the program, I mean delete any mention of it from your user start-up, as well as any *Wordworth* fonts. Removing it from your user start-up stops your machine from telling you the drawer is in use when you try to delete it. If there is not much else in the partition, you might consider re-formatting it because both *Ami-Back* and *VMM* seem to be having problems with it.



Although it's a great package, *Wordworth 3.1* has its quirks just like any other program.

POWER PROBLEM

I have an A1200 with a 3.5-inch 275Mb hard drive. Also attached is a Philips CM8833-II monitor, Canon BJ-10 SX printer and an external disk drive. Until now this set up has been trouble free.

But a nasty problem has developed that is causing me sleepless nights. When I switch on the

machine, the power seems to fluctuate causing the Amiga to switch off momentarily, causing a crash - after which the hard drive isn't recognised. Could this be a problem with the power brick?

Also, when opening windows in *Workbench* and using some programs I get intermittent crashes which give Guru numbers 0800 0004 and 0100 000c which *Alert* tells me is a dead end. Is the first problem causing this?

Is there a way of getting the hard drive to recognise itself at power-up, because it will only do so after a soft boot? It is taking power from the internal disk drive and the IDE interface.

Ken Onions,
Wednesfield, Wolverhampton

Ah, the 0800 0004 guru! As *Alert* has more or less told you, this is a pretty general guru that could mean almost anything. If you had a memory expansion it might have been the chief culprit, with some minor niggles like a loose SIMM.

The problem is unlikely to be caused by your hard drive - it is actually quite normal for IDE drives not to be recognised at boot-up every time. They need time to warm up and get up to speed - this is more likely to be a problem if the room the Amiga is in is slightly damp.

This leaves us with the power supply as the main suspect. These can behave erratically just before they keel over and die - we've had several go in our office. Try swapping it.

PC PLOD

I have an A1200 and I am thinking of buying a PC as well. Is there any way of creating an adaptor to allow the use of Amiga joysticks on the PC and vice-versa? I also have a six-button CD³² control pad - would this be able to control six-button games such as *Super Streetfighter II Turbo* on the PC using the adaptor method?

Peter Daniel,
Wirral, Merseyside

Grrr, thinking of buying a PC - you should be talking to a psychiatrist instead of writing to us. Oh, all right. As you seem to have lost your senses, I'll take pity on you.

Unfortunately, one of the drawbacks with PCs is the horrendous incompatibility problem - for example, certain sound cards won't work with certain joystick interfaces or graphics cards. You may be able to use your pad, but only if there is a 9-pin joystick adaptor available. As for using a PC joystick on your Amiga, that's quite easy, as long as



If you want to beat PC owners to a pulp in *Super Streetfighter II Turbo* using a CD³² controller, you'll need to get hold of an adaptor.

the game you are playing supports analogue joysticks. *Formula 1 Grand Prix* does, for instance. All you need is an analogue joystick converter which can be bought from one of several games suppliers who advertise in *Amiga Format*.

UPGRADE OPTIONS

My brother and I are planning on getting a CD-ROM drive for our unexpanded A1200, but we cannot decide between the SCSI quad-speed drive and the Zappo CD-ROM.

- 1) Are they both 100 per cent CD³² compatible?
- 2) My brother wants to buy a SCSI hard drive, so would we be better off buying the SCSI CD-ROM?
- 3) Which would you recommend for my A1200?
- 4) How much hardware can you daisy-chain on a SCSI basis?
- 5) Why don't software companies start making more CD-based software to cut down on piracy?
- 6) I bought my A1200 from Silica and they gave me the *Chaos Pack* with it. *Syndicate* is two disks and has no animation whatsoever. Is there something wrong?
- 7) I have a Citizen 200C added on to my Amiga. For some reason it won't print colours from *Photon Paint 2.0*. Do you know why not?
- 8) Would I be better off buying a hard drive or a SyQuest drive?

John McCarthy,
Enfield

Deciding what route to take for expanding your A1200 is an increasingly common problem. This is mainly because there are so many options to choose from, many of which prevent the addition of additional hardware later on.

- 1) The Zappo CD-ROM drive is more likely to be compatible with CD³² games because it includes emulation of the CD³²'s AKIKO chip. While this

TEXTURE TORMENT

Recently, I purchased some *Imagine* textures and objects for the AF53 *Imagine 2.0* Coverdisk. The textures are the ones advertised in *Ground Zero PD* as miscellaneous textures, and the objects are the *Star Trek* objects, from the same PD library.

My problem is that *Imagine* won't let me load the textures - an error message requester says Error, then the path for the texture, then the texture name. This also happens with the objects I load. The objects themselves load OK, but upon Quickrendering, *Imagine* displays the same error message requester. All I have done is scaled down the object, and not modified or added anything to it. I store all the textures and objects in the relevant sub-drawer of *Imagine* on my hard drive.

Michael I Fraser,
Scarborough, North Yorkshire

This is a problem that a lot of *Amiga Format* readers have encountered with Public Domain objects, and it's one I have to deal with when I put *Imagine PD* objects on the Subscribers' Superdisk.

There are two ways of fixing this problem - the quick-and-dirty way and the long-term solution. If you are not going to use the object regularly, then try the quick-and-dirty method, which will enable you to render the object without getting an error message.

What you do is copy the brushmaps to a disk which you have given the same name as the first directory in the error requester (it should be followed by a colon), creating subsequent sub-directories as needed. A variation on this would be to copy the brushmaps to your hard disk and then to assign the directory the brushmaps are in (using the *AmigaDOS* Assign command) to the file path in the error message.

If you intend to make more use of the model, for creating an animation perhaps, then follow the full fix shown in the walk-through on the right.



1) First, go to Object Mode by pressing <right-Amiga> <2>, and then select an object by clicking on its node or by using the Object Select requester.

WHICH MODEM?

My set-up consists of: A1200, Workbench 3.0, Power PC880e external disk drive, Citizen 240c printer, Viper 68030 Turbo (no FPU) with 2Mb RAM, Power Computing Aerial 130Mb hard drive and an Amitek Fusion genlock from Silica.

I feel have been missing out on something for a few years and have been considering getting a modem for my machine. (Everyone seems to have one.) My problem is with all the choice there is, so:

- 1) Which one is the right one for about £250? I believe 'the faster, the better' is the rule. And if I go for the fax option is it all straightforward enough so that my office will be able to receive a fax from my Amiga on their PC or fax machine and I can receive faxes from the PC?
- 2) Will I have to leave my Amiga and printer on all the time?
- 3) Can I make and receive normal phone calls on the same line that the modem is on or do I need two lines?
- 4) Can I get on the Internet/Demon/Aminet from Malta and if so will it cost much? I do not know of any local Bulletin Boards in Malta.

Stuart Bone,
Lija, Malta

1) For around £250 probably the best modem you can buy is the US Robotics Sportster 288, from the First Computer Centre (0113 231 9444). It fully supports the



The Sportster is the best choice if you want to spend about £250 on a fax modem.

V.34 standard and is capable of sending and receiving faxes. You'll need additional software to do this, such as *Trapfax* or *GPfax* – but it will talk to any fax.

2) No, you won't have to leave your machine or printer on unless you want leave the modem on auto answer so it can receive downloads when you're not there.

3) You can use both the phone and modem on the same line without any problems.

4) You can gain access to the Internet from Malta, but it could be extremely costly. Demon Internet Services offer a £10-per-month account, but the POPs (the locations you must dial to get on-line) are limited to the UK so the phone bills would be high. Try contacting someone like the University of Malta, who can probably help you with a local service provider.



Choosing the right hardware upgrade path for your A1200 can be a tricky business.

isn't that much of a factor at the moment, because most games are still A1200 conversions, it could be important later on if games developers start to make more use of this handy chip.

2) If your brother is intending to add a SCSI drive at a later date, then you are better off getting a SCSI CD-ROM drive with the Squirrel interface to start with. Otherwise you will have to fork out for an accelerator with a SCSI interface later on.

3) In view of your expansion plans I'd advise you to get a SCSI drive because it gives you more options for further expansions without having to buy extra interfaces.

4) You can chain up to seven peripherals using SCSI connectors.

5) The 'CD for anti-piracy' thing is a good question, because CD has been a great success in the PC world – though that's mainly due to the ungodly size of PC programs. Whether it would cut-down on piracy is debatable. At the moment it's not profitable for Amiga pirates to copy CDs because there isn't a large market. But if they did take off, CDs would be easy enough to duplicate.

6) This is perfectly OK, although it means you can't use the extra missions disks.

7) This is strange because *Photon Paint 2.0* uses Workbench's printer driver, so as long as the correct driver has been installed, it should work. You might try using *Graphicedump* (in your Workbench Tools directory) to test the driver.

8) A SyQuest is only a better option if you want to transport large files.

SPECCY ADDICT

Over a year ago I upgraded from a bog-standard Speccy 48K to an A1200 and I am now getting withdrawal symptoms.

- 1) Can I link an A1200 to a Spectrum 48K through, perhaps, a serial link or other link?
- 2) Can I port games from the Speccy tapes to Amiga disks?
- 3) Can emulated Spectrum software graphics, sound and speed be upgraded on Amiga programs?
- 4) Is there any way to change Speccy Basic to an A1200 programming language? I can write programs in *Basic* but not in *AMOS*.
- 5) Could you think about limiting the amount of paint, music and word processing software on your Coverdisks? I now have too many of these and once I have used them once or twice I just re-format them and use them for saving things on.

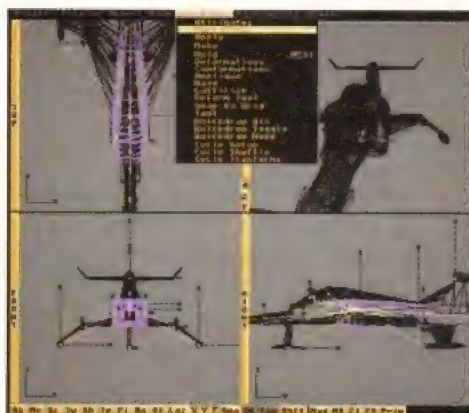
Paul Riley,
Cheetham, Manchester

I'm not surprised you're experiencing withdrawal symptoms – I can often be found playing my favourite old Spectrum games at lunchtime on the office A4000. However...

- 1) It's pointless to link your Spectrum and Amiga.
- 2) It is possible to port games using a sampler and the right software from a PD library. But it's far easier to get the games already converted. If you have a CD-ROM drive there is even a CD full of Spectrum stuff – look out for a review soon.
- 3) Not unless you re-write them yourself.
- 4) Again, not without rewriting them.
- 5) All that software you've got already doesn't leave much that you're missing, apart from programming. What would you like more of?



8-bit junkies will be glad to hear it's possible to play Spectrum games on their Amiga.



Next, bring up the Attributes Requester. In *Imagine 2.0* this can be found on the Objects menu and in *Imagine 3.0* under the Functions menu.



If you are using *Imagine 2.0*, select a brushmap by clicking on the Brushmap Buttons that are recessed. In *Imagine 3.0* select one from the list.



A window pops up and you can enter the directory path in which you put the brushmap and its name. Do this for each object and brushmap.

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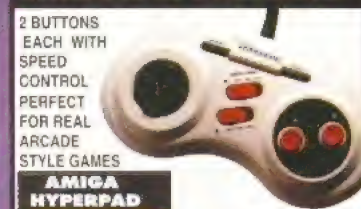
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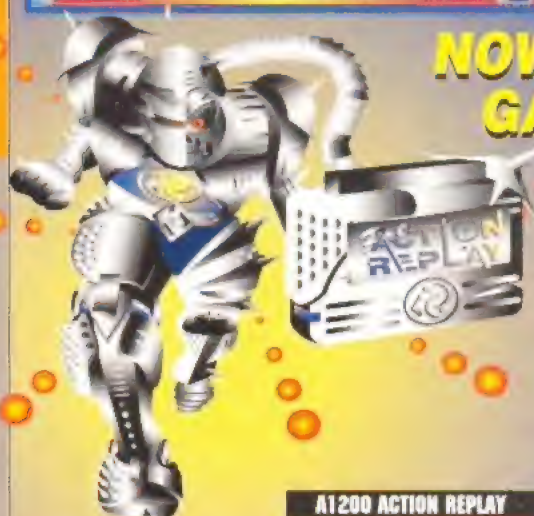
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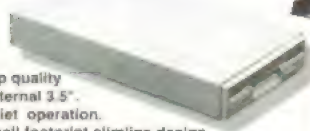
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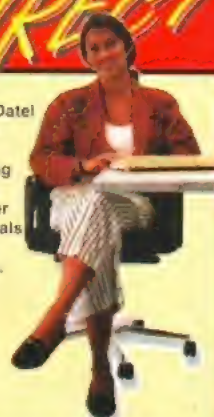
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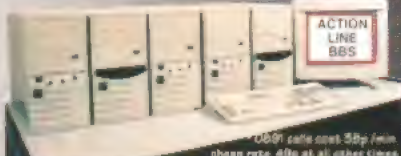
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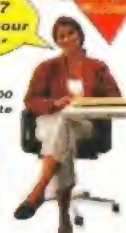
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Amiga.net

Get yourself connected!

In the first of a new series on how to use the Internet, Darren Irvine picks out the best email systems.

When you're trying to decide on an email system to use on your Amiga, there are three main types to consider. First, a number of popular UNIX mail systems have been ported more or less successfully onto the Amiga, including *Pine* and the ubiquitous *Elm*.

The second option is to use a purpose-designed Amiga mailer and, although this would be my recommendation, the problem is that there is really only one piece of software available – a program called simply *Mail* which was developed by Demon Internet for their own customers, and which is now available as PD.

The third choice, which may be attractive if you use Fidonet as well as

Internet email, is to use a gating system and a Fido mailer such as *Spot* to deal with both sorts of email.

UNIX SYSTEMS

AmigaElm V6: this is at long last beginning to look like an Amiga program. Cutting-edge GUI-style features such as pull-down menus have now been implemented – previous versions only supported the archaic keyboard-based system all too familiar to those of us who have been forced at some point in time to use UNIX.

One complaint that *Elm* has always attracted is that it is very fiddly to set up – you need a whole range of UNIX-style directories and assignments to implement the UUCP sub-system expected by *Elm*.

If you eventually manage to get the thing installed and configured properly,

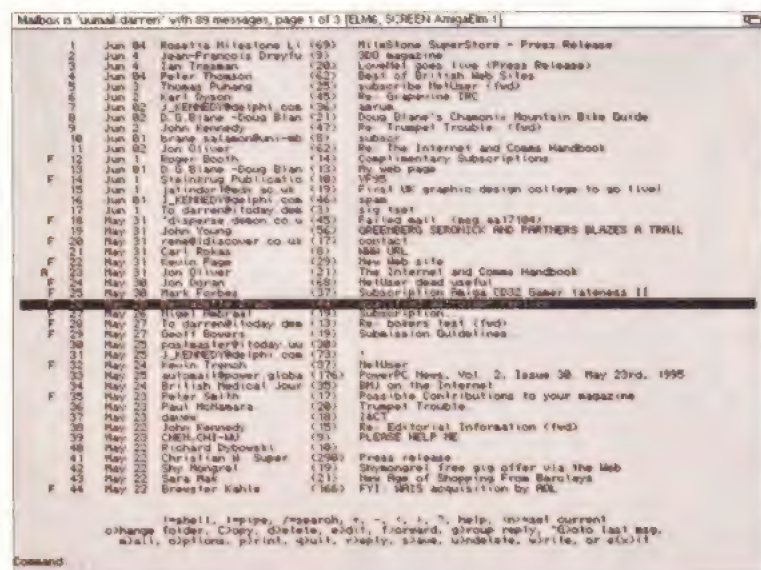
and can bring yourself to ignore the 1970s-style user interface, you will discover that *Elm* is in fact a fairly useful mailer. Like most other systems, the operation is based on the concept of a series of mail folders – one for incoming mail, one for outgoing mail, one for email from irrational magazine editors – you get the idea.

The range of mail-sending and receiving tasks – just about every combination of replying, forwarding, group replying, and message bouncing – are all made pretty easy by the program, which, let's face it, is why *Elm* has remained in existence for such a long time and why it has proliferated on to a wide range of platforms from its humble UNIX workstation beginnings.

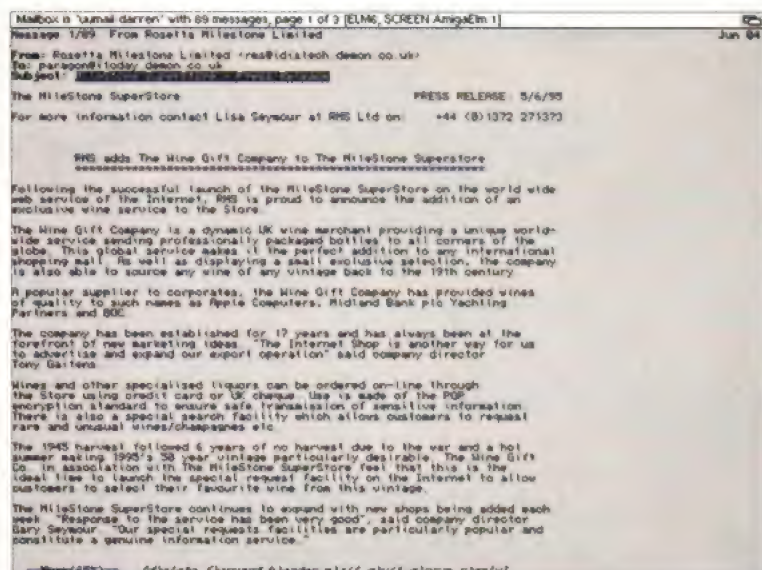
If you want to be able to receive more than just text in your email, you'll be glad to know that *Elm* also supports the viewing of MIME messages in a fairly straightforward manner, using the external program *Metamail*.

Using still another external program, *Metatools*, which incidentally requires the Magic User Interface, you are also able to paste together outbound MIME messages, including text, graphics files and sound samples. Of course, setting up both of these programs also requires a fair amount of effort, the worth of which will depend on how much MIMEing you actually intend to do.

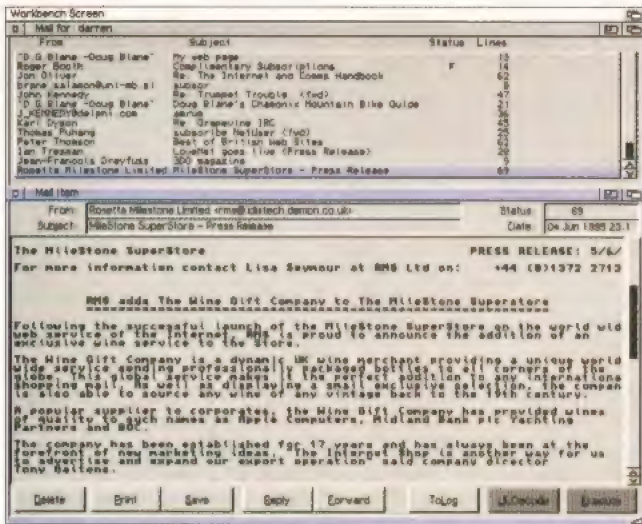
Email us on...
amformat@futurenet.co.uk
Please make sure you mark the relevant subject in the subject line (Letters to the Editor, Workbench, Backstage etc).



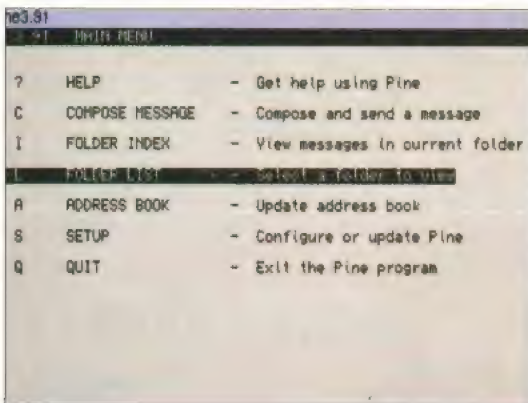
If it looks like UNIX, acts like UNIX, smells like UNIX, then chances are it's *AmigaEIm*. Which probably means it's very practical but a little short on looks.



AmigaElm uses its own internal pager for displaying mail messages, just to make sure that you get the full benefit of its all-round 1970s feel.



If you want your mailer to look at home on your Amiga, there's really only one choice - Demon's Mail is designed with the Amiga in mind.



What you see is exactly what you get - and that's what makes Pine a mail system for UNIX masochists only.

PINE 3.91: another port of a well known UNIX system and, like *Elm*, it really is just a port rather than an actual Amiga version.

Pine runs in a text-only manner in a resizable window on your Workbench, and this time you really are stuck with keyboard-only operation.

Although in theory *Pine* is a more comprehensive system than *Elm*, the fact that the programmers have not implemented any Amiga-style functionality whatsoever effectively rules it out as a serious contender.

This drawback, plus the fact that you need to be running *AmiTCP 4.0* or better (only the demo of which is available as Public Domain) - and have an unwieldy UNIX support library installed - really makes *Pine* a non-starter.

FINDING THE SOFTWARE

This comparison of different systems is all very well, but it would be pretty useless if we didn't tell you where you could get hold of the systems involved.

Elm and *Pine* are both available from any Aminet FTP site, the nearest one of which is the Imperial College archives. The UUCP/Fido gateway systems can also be found at this site. The files can be obtained by ftp to:

ftp.doc.ic.ac.uk

Elm /pub/aminet/comm/mail/AmigaElm-v6.lha

Pine /pub/aminet/comm/mail/pine391_base.lha

/pub/aminet/comm/mail/pine391_all.lha

(You'll need both of these, but really, I wouldn't bother.)

AmiGate /pub/aminet/comm/fido/AmiGate14.lha UUCP/TD

/pub/aminet/comm/fido/UUCP2TD151.lha

Demon's own mail system can be found, naturally enough, on their FTP server. The archive also contains a number of other Internet-related utilities, principally aimed at Demon's own customers.

ftp.demon.co.uk

Demon Mail /pub/amiga/amitcp/installer/AmiDisUtils.lha



If you're happy with *Spot*, then using a gateway to give access to both Fidonet and Internet email might make sense.

DEMON MAIL

Those altruistic Demon Internet people seem to be about the only ones to have realised that Amiga users want to have an email system that has been designed specifically for the Amiga, and have included such a system in the software distribution that they give to their own Amiga customers.

They have also rather usefully made it available for anyone else to download. The imaginatively named *Mail* runs on your Workbench, and basically performs all the functions of *Elm*, but in an Amiga-style user-friendly manner. MIME is also supported, again requiring the external program *Metamail*.

Multiple folders are handled elegantly, as are other 'nice' features such as the

automatic appending of signature files and easy configuration of your overall mail set-up, which can include the use of aliases and custom mail headers.

FIDO GATES

If you want to use a single mailer for both Fido and Internet email, you will have to struggle with the intricacies of getting a UUCP/Fido gateway up and running. There are two main systems to consider, *AmiGate* and *UUCP/TD*. Which one you use depends on your exact set-up, but both perform a fairly similar function.

Bear in mind, however, that such systems are not as flexible as a dedicated email-only system, and you can forget about anything fancy like MIME.

MAKING YOUR MIND UP

Which system you use always depends chiefly on personal choice, since each of the systems we've mentioned does basically the same thing. When first setting my own system up I tried just about everything that was available, and settled on Demon's *Mail* system just because I like my Amiga to be running Amiga software.

If, on the other hand, you have been brought up on UNIX, you may find yourself preferring *Elm* - as long as you keep taking the tablets you'll be fine.

And when you do manage to get your very own email system up and running, you can contact me at:

datsy@spuddy.mew.co.uk

AF

RUMOUR MILL

The Internet is a wonderful resource, providing a means of obtaining software and useful information. It is also a wonderful source for rumours, half-substantiated truths and outright lies.

This month's chief rumours concern the new Amigas which several people claim to know all about already. These pictures came out of that pit of gossip known as CIX, and were passed to me by a usually unreliable source. Make up your own mind as to their authenticity.

Alt.religion.amiga is always good for a rumour or two, a fact in no way connected to the frequent presence, in electronic incarnation, of a certain Mat Bettison. Recently the contributors of this newsgroup have been getting their respective knickers in a twist about NetScape, and have convinced themselves that an Amiga version of this ever-so-useful web browser will be produced, if only enough people email the NetScape people and tell them that it would be a good idea.

There's no harm in a bit of wishful thinking, now, is there?



Do these pictures show the future shape of the Amiga? Certain nameless CIXers certainly think so.

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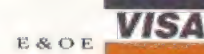
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Mailbag

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GAMEPLAY RULES

While wandering along the front in my seaside home-town, I suddenly felt the compulsion to rush home and play a computer game. Which one, though? *Theme Park*? *Settlers*? The ever-classic *Speedball 2*?

No. For some unknown reason I wanted to play *Monty On The Run* – a game I haven't seen since I last clapped eyes on a Commodore 64. Amazing, isn't it? In my collection I have all the latest and greatest, and I want to play something with six colours and graphics that would embarrass a five-year-old.

The fact of the matter is that the old games did have bad graphics, but to make up for it they were addictive and had great playability.

Some of my favourite games on the Amiga are *Public Domain – Elevation*, *Derring Do* and *Extreme Violence* – and could have appeared on any of the old machines, but are amazingly addictive.

I'm really speaking to the games writers. Don't write games that have amazing graphics and no gameplay. Leave that for the CD-i and PC. We want games to play, not to look at.

Now, if you'll excuse me, I feel the urge to blast aliens in *Deluxe Galaga*, which you kindly supplied on my Subscribers' Superdisk.

Kelvin Aston
Whiting Bay, Isle of Arran

I'm glad you're enjoying *Deluxe Galaga*, and I hope you remember to register it.

I miss some of my old C64 games too – *Pipemania*, *Commando*, *Karateka* – those were the days. There are many good, original games at the moment, but gameplay certainly always beats graphics.

MORE UPGRADE ARGUMENTS

I've seen quite a few letters in the computer press recently from Amiga users complaining that their OS 1.3 machines are not being supported by software publishers.

Tutting to themselves, the magazines have metaphorically shrugged their shoulders and given their best Workbench 2/3 sales pitch in an effort to nudge the readers into upgrading. Stubbornly, quite a few readers seem determined to stick with the cranky old Workbench they know and love.

Why are they so stubborn? I'll tell you why – they don't want to see the back of their massive pirate software collections, that's why! Most of these 1.3-ites have had an Amiga for donkey's years, and probably only got it because they knew that the latest games software was available for next to nothing.

The next whining letter you get I suggest you employ as an *ad hoc* coffee/tea-cup stand.

Gary Miller
Dover, Kent

No, but come on, stop sitting on the fence, tell us what you really think.

Continued overleaf →

SKIDMARKS SOLUTION

If you install *Super Skidmarks* on your hard drive you will probably install the car disks as well. Well, I've found that this quite often causes *Skidmarks* to crash.

When you select 'Race' and *Skidmarks* trundles off to the track select screen, the problems start. As soon as you select the track you want, it tries to load the car data and the track data from disk at the same time, as far as I can tell. My friend has had the same problem.

We both own A1200s with 4Mb of Fast RAM and FPUs, two floppy drives, CD-ROM drives and, of course, hard drives. I thought I'd list the specs of the machines in case it's just an isolated problem.

Anyway, the good news: myself and my mate Dan have found a solution – format all the disks, format the hard drive and stick a banana up *ACID* software's bum.

Has this failed to work for some reason? OK, the real way to get *Super Skidmarks* to work is as follows.



It's all very well if you get this far – but if you have trouble running *Skidmarks*, here's a fix.

1. When the Select Track screen comes up, click on 'Read Floppy' as normal.
2. The tracks appear in the little windows.
3. Take the Track Disk out of the drive.
4. Click on the track you want to load.
5. The 'Waiting For Car disk and Track disk' screen appears.
6. Wait for it to say 'Mini Loaded' (or any other car).
7. Now stick da Track Disk in da floppy and watch it load.
8. Win.

Hope that helps all the people out there who get very upset when it crashes.

Robert Parker, Hatfield, Herts

Thanks very much for the advice, Mr Parker. Amiga Format readers can now enjoy hassle-free racing, and you, Robert, can race around the track in your brand-new leader's jersey, otherwise known as an AF sweatshirt.

The Gallery



FACE-REFLECT

by John Keates

Working with *Photogenics*, John experimented with the program to try to make the face look spooky. To paint the hair, he made his own special 'hair brush' by duplicating the airbrush and making this new brush all dotted. The hair was built up slowly and the Sharpen effect gives it a raised look.



DMA Design are giving away a Tabby graphics tablet worth £54.99 for the best Gallery entries. Plus, you may be commissioned by DMA, the team behind *Lemmings*. Please state if you do not want your details passed on. Send entries to: Amiga Format, Gallery, 30 Monmouth St, Bath, Avon BA1 2BW.

THE BITS ON THE SIDE

MORE IMAGINE

Would it be possible to repeat a Coverdisk in the near future? The disk in question is *Imagine* from AF53. There must be many like me who started their subscription after this issue and have not been able to get the sold-out back issue.

M Worcester,
Sutton-in-Ashfield, Notts

We're not in the habit of recycling old Coverdisks. What about the thousands of people who already have it? It wouldn't be fair on regular readers. However, we might consider doing a special separate package, complete with all the tutorials, in the future.

SCRIBE NEEDS SCRIBBLE

Does anybody still have an original or a working copy of the AF9 *Scribble* Coverdisk? Mine is corrupt and has locked up several long-lost chapters of a potential Booker Prize winner. OK, so I'm a slow writer, but a good plot has to have time to mature. Bet this never happened to Jeffrey Archer.

David Baxter,
Newport Cottage, Newport,
Berkeley Glos GL13 9PY

I believe we have one original Disk 9, which I will send out to you just this once. But let this be a salutary lesson to all of you - always make a back-up of your Coverdisks.

PD PLEASE

I couldn't agree more with the 'More Utilities' letter (AF71). I too think that there should be a Coverdisk full of PD games and utilities, but only one disk, since most of your demos and full commercial Coverdisk programs are very good! Also, most of the programs on your Coverdisks are AGA-only! Why?

Peter Leigh,
Cromer, Norfolk

So we should have three disks, then? I thought we had gone over

the AGA thing already - a lot of new software is at least WB2.0 only, so we don't have much choice.

PART-TIME SUPPORTERS?

It was not the delayed Commodore buy-out that was slowly killing off the Amiga, it was the dwindling support from software companies. New titles for the CD32 and Amiga are virtually non-existent in Sheffield computer shops. No SWOS on the CD32? It cannot be done? Bah, humbug. Now that Escom have bought the Amiga, millions of loyal Amiga users are cheering, but are the software companies listening?

Julian Smith
Wincobank, Sheffield

Elsewhere in this issue you will see a review of MicroProse's Colonization, a game they originally didn't plan to release on the Amiga. Hopefully more software houses will follow.

MAG MANIA

A few people at school are writing a magazine (*Amiga Mania*), and we were wondering if you could:

- 1) Tell us if we are allowed to use the Amiga name/logo.
 - 2) Send us some screenshots of *Sensible World Of Soccer*, *Shadow Fighter* and *Mortal Kombat II*.
 - 3) Send us some information on upcoming games.
 - 4) Also send us some tips/cheats for newish games.
- If you can help us we will send you one of the first magazines.

Amiga Mania,
49 Heyford Road, Braunstone,
Leicester LE3 1SR

The "Amiga" name and logo are trademarks and I don't think Escom would be happy with you using the actual Amiga logo. To produce your own mag, you'll have to find ways of getting your own screenshots, tips and information. Try contacting games companies, looking on BBS systems for tips and getting hold of a digitiser to take screenshots.

PROGRAMS, PLEASE

I started programming six years ago, in Basic on an MSX Computer: later I learnt Z80 assembly language and I wrote many *Brick Out*, *Maze* and beat-em-up style games.

Now I have an Amiga and I want to write games for it and join a software house. So please could you answer these questions?

- 1) Which books should I purchase to help me program games for the Amiga in assembly language?
- 2) How much are these books and how can I contact the publishers?
- 3) How can I join a software house?
- 4) I'm 21 years old. Is that suitable for a games programmer, or am I an old man already?

Maher Fahmy Farag
El Thawra St, El Mahmodia,
El Behira, Egypt

I'm not sure why you want to program in machine language when there are many excellent development systems such as Blitz Basic available, which we ran a huge tutorial series on (see AF52 - 66). Many games publishers welcome freelance submissions - Team 17 are worth contacting (+44 1924 267776).

If you are dead keen on assembly language, there is a recent book from Bruce Smith Books (+44 1923 894355) called "Amiga Assembler" and the ISBN number is 1-873308-27-2, should you want to try and get it locally. Don't worry, you're never too old.

EASY INSTALLATION

Over the last few issues your Coverdisk programs have grown considerably in size. Because of this, they have come with installation scripts ready to install each program on to an individual floppy disk.

Take the case of the *Alien Breed 3D/Death Mask* Coverdisk from AF71. Due to the program's size the installation scripts were on disk A, a feature that I do not mind - but when, to my dismay, I found I had to unpack the other two programs on

to floppy disks before *Alien Breed 3D* could be installed, I was not impressed, to say the least.

Undoubtedly this may put off readers from installing some of the larger programs so, after many restless nights, I came up with a solution for you.

On the first disk, a menu could be offered which would give the user options for what he/she wishes to install. When a program is selected, the Amiga would then ask you to either insert the floppy disks just for that program, or (if the program is hard disk-installable and the Amiga is equipped with a hard disk) install it to a stated directory on the hard disk. It's as simple as that.

Guy Thompson,
Colchester, Essex

What often happens when we are putting together our disks is that we sacrifice a nice looking menu system for something a bit more primitive so we can use the space we save for better demos. Commodore's installer utility would be great for decompressing coverdisks, but the utility would take up about 20 per cent of the disk on its own.

We are looking to produce our own menu system, which will hopefully make things a lot easier - and not take up too much valuable disk space.

CHEW IT OVER

1) The Price

Back in the days when the 'Format' bit below the 'Amiga' on the front cover was much smaller and the mag was only £3.95, the world was a rosy place. I could buy AF in my local shop and take £4, coming back with the mag and five penny chews.

Then you put the price up to £3.99, so I had to buy a single aniseed ball instead. But now it is £4.50, I have to go to the shop with £5 (having squeezed the extra quid out of my dad) and then scoff 50 penny chews on the way home. I am now overweight. Oh, well.



Sean Mc Clintock

REGAL RACE CAR by Sean Mc Clintock
An interesting distorted 3D vision created using *Sculpt 4-D Junior* and *DPaint IV AGA*.



STATUE by Peter Barnard
A dramatic monument, modelled with *Imagine 3.0* and composed using *AdPro* and *DPaint*.



ENFANT DE... by Jluce Faubert
Full title 'Enfant De Tchernobyl', created using an MSP9000 24-bit card and *TV Paint*.

FONT FURY

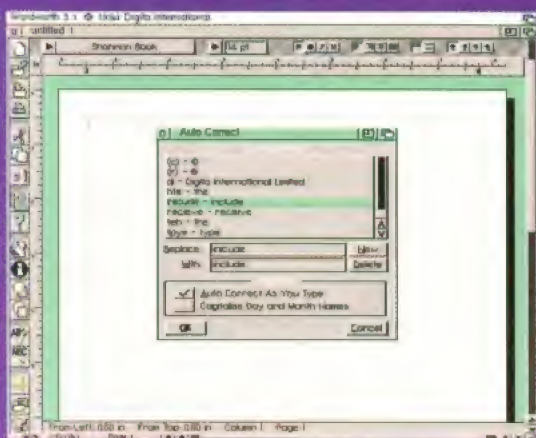
I had read with interest the reviews of *Wordworth 3.1* and had considered purchasing it, when along came *Wordworth 3.1se* and the *Wordworth AFC Coverdisk*. And then, to my great delight, I read that I could get a free copy if I took out a subscription to your magazine.

Since I had purchased every copy of *Amiga Format* since buying my A600 and I intended to continue buying it, I considered it very worthwhile sending off my subscription, and looked forward to receiving my copy of *3.1se*, albeit without its box.

What do I find? Only one usable font is included in the program, together with four strange fonts which do not appear to be of much use to anyone. Looking at the "Read Me" files I find that by sending a further minimum payment of £30 to Digita International Limited I can actually get some more fonts to use with the program.

I wonder how many other purchasers of *Wordworth 3.1se* feel as I do. I have a first-class program, which fully justifies its magazine reviews, but it only has the one decent font. Why was this information not given in your review? Or is it just your offer program set up this way? I might feel really miffed had I paid the full price for the boxed version and found it to be the same.

Graham Riddy,
Kempston, Bedford



Spelling mistakes in *Wordworth 3.1se* are easily corrected – and so is a lack of typefaces, if you buy Public Domain fonts.

To be fair, there are very many PD fonts available which you can use with *Wordworth*, and most Amiga owners have quite a selection of Compugraphic fonts. Your best bet would be contacting one of the many PD advertisers in the back of the mag who can easily and cheaply supply you with suitable typefaces.

2) Your Mag

Why do you not have C tutorials so that the younger generation can learn to program the Amiga so that it doesn't die again?

3) Your Coverdisks

"Sold for £95!" say the disks. What they fail to mention is that this was five years or so ago. And stop giving us these silly demos where you can't save anything. Fill it with decent Freeware instead.

4) Demos

Review more. You have let many classics pass you by. Such as? *Love* by Fairlight, *Full Moon* by the same people, *Wake up!* by Rebels, *Dusty* by Apex, *Whammer Slammer* by Rebels and *Technological Death* by Mad Elks. These are good demos that you have not (as far as I know) reviewed.

5) The name

Change it to *Amiga Mousemat* because your mag makes a good one when you've read it.

6) Your E-Mail address

Print it more prominently as it is VERY hard to find!

42) Erm...

What happened to points 7-41? The ultimate question.

Matt Whitfield, *The Masked Mailer*

Let's do it by the numbers, then.

1) Perhaps you could put the extra 50p into a savings account, and save up to buy yourself a motorbike – then you won't be able to eat anything on the way home.

2) Our sister magazine *Amiga Shopper* has been running C tutorials since the dawn of time, or shortly thereafter.

3) We've had this one before. Whenever we quote a price, it is an RRP for the product. People who actually buy software like to see demos of it, and the demos are actually useful. Perhaps we should destroy the software industry by giving away up-to-the-minute full-priced

packages, but even then, many A500/A500+/A600 owners would not get the full benefit.

4) We do review quite a few, but they take up too much space in the PD section.

5) Depends what sort of mouse you have.

6) It's in every contact box in the mag.

42) Good.

TAKEN TO PC TASK

I would like to complain about the use of the term 'PC'. It seems to me that PC has come to mean an IBM/clone/compat, which, as everyone knows, it doesn't. What does it stand for, then? Well, PERSONAL COMPUTER.

I think that your magazine should be one of the first to use 'PC' in its correct way. If you want to refer to an IBM, do so by saying IBM.

Also, can you please extend the closing dates of your comps because by the time I (and most likely others too) get your magazine, the closing date has passed twice over. I usually get the magazine as soon as it arrives

in the newsagents, which is about two months after the UK.

Martin Towell, Australia

On the use of 'PC' I take your point, and to a certain extent I agree. But, as you say, it has come to be common usage for PC to mean IBM compatible. I don't think that by replacing PC with "IBM and compatibles" everywhere we mention it in the magazine we would make any headway against all the manufacturers, advertisers, owners, other magazines and above all, even our own readers.

We do try to give realistic dates for our competition entries, usually about 3 months. Sometimes the nature of the prize makes this impossible.

MULTIMEDIA MOAN

Please explain to me why people have started using the phrase 'multimedia'. Multimedia must mean more than one medium: so, when I look at my TV, I can see the pictures and hear the sound and, if I want to, I can page 888 and get the

words on the screen, hence this must be multimedia.

Most multimedia isn't interactive – it's just that it comes on CD-ROM, so people have massive amounts of information they can access. Multimedia is just a phrase that sounds interesting while the actual reality of it isn't.

DB, email

If you gathered together the top 'multimedia' people in the world, stuck them in a room and refused to let them out until they all agreed on a single concise definition of the word, we'd probably never see them again.

Unfortunately, multimedia can mean whatever you want it to – but it is generally taken to mean some sort of interactive, educational, information-based leisure product.

MAKE THE LINK

I read the link-up games bit (AF71) and agree totally with the idea that this is the way games houses should go in the future.

I have an A1200 and A500 that I can link to play *Knights Of The Sky* and *Skidmarks* with friends. Imagine my delight to discover in the docs of *Lords Of The Realm* that you can play against another human.

Right, I thought, some serious butt kicking. How wrong I was. It seems that Impressions have not implemented the link-up option on the Amiga.

I was wondering if you could give a bonus in your scoring system for games that have link-up options. Even a bog-standard game can take on a whole new feel if you know you are playing against another human.

Mark Butilin

Mark.Butilin@223.n250.z2.fidonet.org

I'm sure that Mr McGill would agree with your recommendation. Most arcade style games are best played against a human opponent, and the experience can be much more exciting when played against a stranger you can't even see.

BRILLIANT ALIEN BREED

I am sure you have been, or will be, inundated with letters full of praise for Team 17's as-yet-unfinished *Alien Breed 3D*. Believe it or not, they have saved me a lot of money. Why? I was going to buy a PC just so that I could run the excellent *Doom*.

Perhaps, though, you could indicate whether there will be the option of better fire power, pause button, gore level, skill level or auto mapper? Of course, I realise there may be better guns available in the demo version, I just might not have found them yet!

I believe that these functions would broaden its appeal and make it a better game than *Doom*. If they want someone to play-test it, send me a copy – I love it!

Mark L Bryant
Hove, East Sussex

We will, of course, review *Alien Breed 3D* in full when it is released, and all your questions will be answered. It's a bit drastic to sell your soul just to play a game, isn't it?



Just from our demo of an early version, *Alien Breed 3D* looks like a winner – but will it include lots of extra features?

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Save £5 on one of the best virus checkers available. SAP will help guard your Amiga against the unwanted attentions of viruses – it's more powerful than the various Public Domain virus checkers and includes several unique features. SAP works with all Amigas with Workbench 1.3 or better, although 1Mb of RAM and a hard drive are recommended. When it was reviewed in *AF*72, SAP scored an impressive 81 per cent and was described by Nick Veitch as: 'Possibly the most thorough virus protection system for your Amiga.'

NEW!

Description	Siegfried Antivirus Professional		
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Description	Directory Opus 5		
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Description	TV*Text Pro		
Full Package	AFTVTF	AF Price	£89.99
Upgrade	AFTVTU	AF Price	£59.99

Turbotech Clock Cartridge



Your Amiga will always know what day it is with this handy device which sets the correct time and date. The *Turbotech Clock Cartridge* simply fits into the disk drive port (or on the back of your second drive). Comes complete with software. Save £2 off the recommended retail price.

Description	Turbotech Clock Cartridge		
Order code	AMFCLO	AF Price	£17.99

Personal Paint 6.1 and Personal Fonts Maker 2



Take advantage of our very special AF mail order offer and get the truly excellent *Personal Paint*, plus the bitmap font editor, *Personal Fonts Maker*.

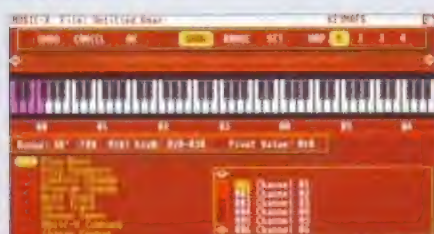
Personal Paint is a paint, image processing and animation program, and is an ideal graphics package for programmers and the more serious Amiga user.

Personal Fonts Maker offers support for standard mono and colour fonts, as well as outline fonts and AGA screen-modes. The program uses the same graphics engine as *Personal Paint* and enables you to create bitmapped fonts of your own, which you can colour and use for posters, business stationery, album covers and so on. *PFM* is easy to use, has lots of features and gives results that are really impressive. Now you can get both these great programs for a bargain price of £49.95.

NEW!

Description	PPaint 6.1 Personal Fonts Maker	
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Music-X 2



This sequencer package, (85% AF60), is one of the most ground-breaking releases since the original *Music-X* made such a huge impact back in 1989. *Music-X 2* is a full MIDI sequencing package for controlling synthesizers, drum machines and any other MIDI equipment, or you can use it with internal Amiga samples. The leading sequencer for the Amiga.

SAVE £100

Description	Music-X 2	EVEN LOWER PRICE
Order code	AMFMX2	AF Price £49.99

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At last! A quality replacement mouse at a bargain price complete with mouse mat. The 260dpi resolution mouse is 100 per cent Amiga (and Atari ST) compatible and both buttons are fully micro-switched for maximum reliability and performance. The tastefully-coloured neoprene mouse mat, essential for keeping your mouse free of dust and dirt, is 5mm thick and has a non-slip backing surface.

Description	Mouse 'n' Mat
Order code	AFMM
AF Price	£12.99

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Description	Helm
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Description	AF Sweatshirt
Order code	AFSWEA
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Aladdin



This Disney-inspired platform adventure not only looks great, but it also plays brilliantly and earned a glowing *Format Gold* award in AF66. And now *Aladdin* can be yours for £10 off the RRP. AF games editor Stephen Bradley was so enchanted by *Aladdin*'s spell that he wrote: "It's just like being a real baggy-trousered sword-wielding little man in a cartoon in Khartoum. Or somewhere."

● A1200 only

Description	Aladdin
Black code	AFAL
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Communicator III



If you have a CD³² and an Amiga then with Communicator you can use your CD³² as a CD-ROM – and it brings many new features including AGA Viewer (view CD pictures and animations in 16.7 million colours), Virtual CD (select which menu the CD boots with) and more. Comes with software and leads to connect to the serial port.

Communicator needs at least 1Mb Chip RAM and Kickstart 2 or 3.

Description	Communicator III		
CIII code	AMF505	AF Price	£69.99

AMOS Professional User Guide

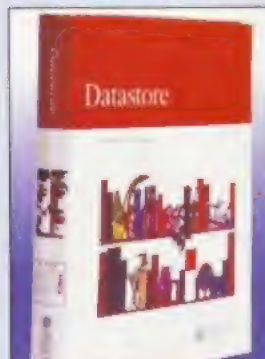


This is the official manual for our wonderful AMOS Professional Coverdisk from AF67. The 650 pages gently introduce new users to the delights of programming in AMOS (97%, AF40) and then guide you through the many advanced features of this truly astonishing programming package.

Co-authored by industry guru Mel Croucher, this reader-friendly official manual contains all the essential information you'll need to get the most from our remarkable AMOS Professional Coverdisk.

Description	AMOS Pro Manual		
Order code	AMFAPRM	AF Price	£17.99

Datastore



The full version of our tremendous AF68 Coverdisk is available now. Datastore is a revolutionary database, which is accessible, sophisticated and powerful, yet easy to use. The number of records is limited only by the amount of RAM you have available (minimum requirement 1Mb with WB2 or 3).

Easystart templates that come with the package include Club Membership, Recipes, Address Book, and a complete up-to-date Amiga Format Magazine Guide. Many commands are performed simply by clicking on icons, and multiple file editing allows several databases to be opened simultaneously. A ground-breaking release.

Description	Datastore		
Order code	AFDAST	AF Price	£49.99

Photogenics



There can't be a single Amiga owner who isn't aware of this package and the incredible impact it's had on the Amiga scene. Read our review in AF68, try our exclusive Coverdisk demo from AF69 and prepare to be amazed.

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Description	Photogenics		
Order code	AMF508	AF Price	£54.95

Tiger Cub Manual



To get the most from your excellent Tiger Cub Coverdisk (AF66), we are offering the official 100-page manual from Dr T's Music Software for the special price of just £9.99.

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Description	Tiger Cub Manual		
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PageSetter 2: The Manual



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Description	PageSetter 2: The Manual		
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If you thought the original Syndicate (91%, AF49) was tough, the American Revolt Missions Disk will test your skills to the absolute limit in a series of 21 fiendishly difficult missions. You can't buy this disk in the shops or from any other magazine, but you need a copy of the original four-disk game to use the Missions Disk.

Description	Syndicate Missions Disk		
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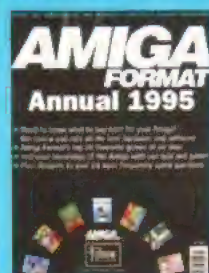
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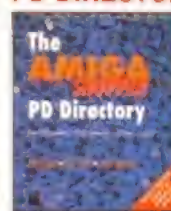


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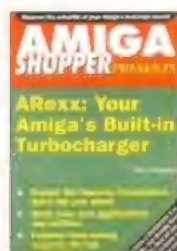
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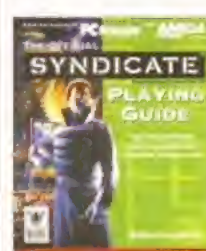
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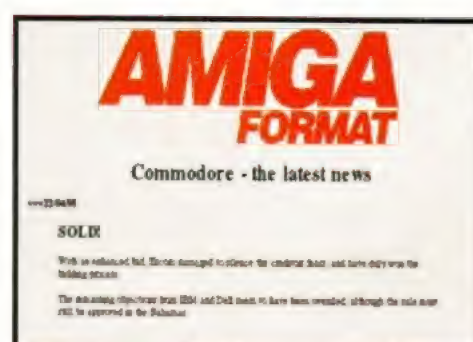
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* AirMail

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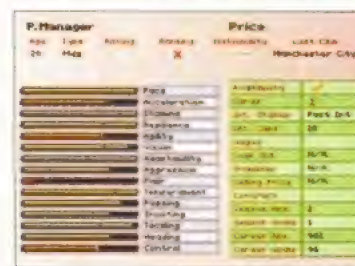
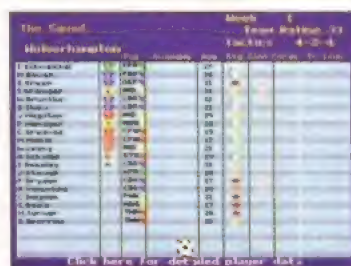
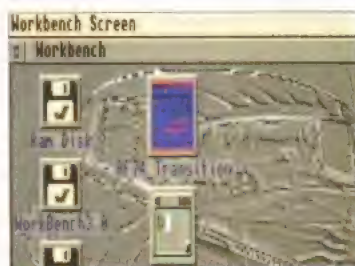
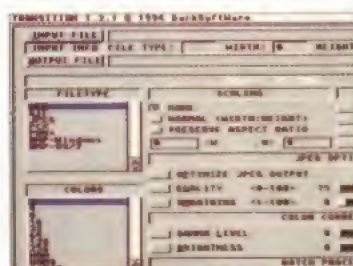
AUGUST 1995

HERE'S HOW TO ORDER

137

AMIGA FORMAT COVERDISKS

WITH THIS MONTH'S COVERDISKS YOU CAN...



Try out an image processing program that will automate file conversion – and make the most of a host of other great utilities.

Become the manager of your own team for a whole season – buying, selling, playing... hoping to get a result.



You might get your kicks on matchdays, but you still have to turn up for training. Coach Steve Bradley has the moves down on paper...

WIN IT – QUICK!

Five copies of the full game are up for grabs from Virgin. Simply spot the deliberate grammatical errors in the demo text, jot them on a postcard and send it to: Just Their Little Joke (Honest) Compo, Amiga Format, 30 Monmouth Street, Bath BA2 2BW. And get your entries in by 31st July. This year.

Player Manager 2

ONE WHOLE SEASON. Not bad, eh? You're the boss of Second Division Wolverhampton (with due respect, in real life they are, of course, a First Division team) and you must guide them through the stormy sea that is league football. Cups, too.

Player Manager 2 is Anco's follow-up to *Player Manager*, released but five years ago and a game

which received the whopping AFscore of 93%. The sequel is huge, with both management and arcade options, though the emphasis is more on the management side. This demo is packed to the gills, and obviously Anco have had to leave out loads of features – but you can still play *and* manage a full season, as well as buy and loan players. Heck, what more do you want?



Check out how the opposition compares to your good selves before the game and plan tactics accordingly.

Loan List

	Pos	Age	Day	Sta	Pos	Day	Sta	League
B. Todd	Goal	16	2	★	Goal	16	★	1892
B. Barker	Def	17	1	★	Def	17	★	550
B. Proctor	FW	17	3	★	FW	17	★	550
B. McInerney	STW	20	P	★	STW	20	★	550
B. Bergkamp	STW	19	P	★	STW	19	★	2520
C. Mubanga	STW	19	P	★	STW	19	★	2520
D. Hooper	STW	18	P	★	STW	18	★	2000
P. Hills	STW	19	P	★	STW	19	★	2520

When you're considering buying or loaning players, remember to check their wages as well as the fee.

The biggest football management demo ever? We think so. Take the helm at Wolverhampton and you can not only manage but also play A FULL SEASON of league and cup matches in our exclusive *Player Manager 2* disk.



AROUND THE GROUND

Numbers one, five and eight are the important areas here. One holds the archives while five is the manager's office where all the important business takes place. Click on eight when you're ready for the big match.



The full version of *Player Manager 2* features four different arcade playing perspectives; top-down, isometric, above-sideways and not-quite-so-above-sideways. Our exclusive demo features the tried-and-tested top-down view. Ready for the toss-up?



THE GAFFER'S OFFICE. NOW, WHERE'S THAT DRINKS CABINET?

OK, here's your main power base. Number one: check out your fixtures. Two: pick your team and find out all the details of the players – their attributes and such-like – and build yourself a balanced squad for the match ahead. Three: make that call to buy or loan players. Four: shows you the fixtures, results and league tables for that week. Five: details the opposition for the week, as well as the club's financial details. Six: the weekly newspaper report.

You start with £500,000 in cash and a heap of ambition. Can you take Wolverhampton to League and Cup glory? The players' statistics must all be taken on board as you attempt to put out a balanced team – also taking into account the opposition, of course.

But don't just go by the players' star ratings when picking the side. You have to look at a player's 15 different attributes and decide how best the team should play. Go on, experiment. That's what old Tel does, apparently.

And remember – Alan Hansen is on board to give his match predictions, while the Anco Times faithfully produces a report of each game you play.

If you generate enough cash, the transfer market can be used to strengthen the squad. Occasionally, you receive bids from other clubs for your players. Can you afford to sell, or could you get a superior replacement at a lower price?

The archives section provides in-depth information about clubs in other divisions as well as results and league tables, but once the season is under way, you should pick it up with ease.

There are three ways to play. You can watch the match, play the match (using the overhead perspective) or simply click through a bit of text. It takes a bit of time to get used to playing – particularly for those who've played a lot of *Sensible Soccer* – but persevere. Fans of *Kick Off 2* will have no trouble. Because Anco have given you a full season, there wasn't room for sound, nor can you make substitutions during play, but hopefully you'll get the gist of the game during the season.

So, point 'n' click your way around, discover the ins and outs and, Mr P Manager, best of luck. The board gives you a vote of confidence.

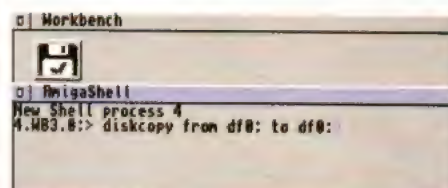
'Transition' overleaf ➡

BACKING UP YOUR COVERDISK

Copying your Coverdisk is really very simple. Just follow the stages below...

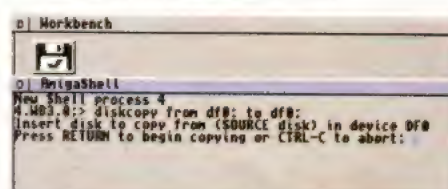


1 Boot up with your Workbench disk, and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.

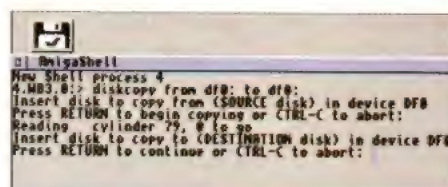


2 Type in the following line exactly as it appears here, taking care to put the spaces in the correct places:

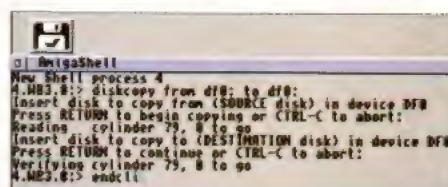
DISKCOPY FROM DFO: TO DFO:



3 When asked for the Source disk, insert your write-protected Coverdisk and press Return. All of the information on this disk will then be copied from the disk into memory.



4 Once your Amiga has read the info, it will ask for the Destination disk. Insert the disk you want to copy to and press Return. All information on this disk will be destroyed.



5 On an unexpanded machine, the Amiga may ask for the source disk again, because it copies in chunks. Finally, type *endcli* to close down the Shell. Your copy is complete.

DISK NOT WORKING?

We take every care to test the Coverdisk software, but Future Publishing cannot accept any responsibility for any data loss or other damage occurring during its use. If your disk is faulty, send it back, including a stamped addressed envelope for a free replacement to: Amiga Format (insert name of disk) Disk, DiscCopy Labs Ltd, PO Box 21, Daventry, NN11 5RT.



Transition

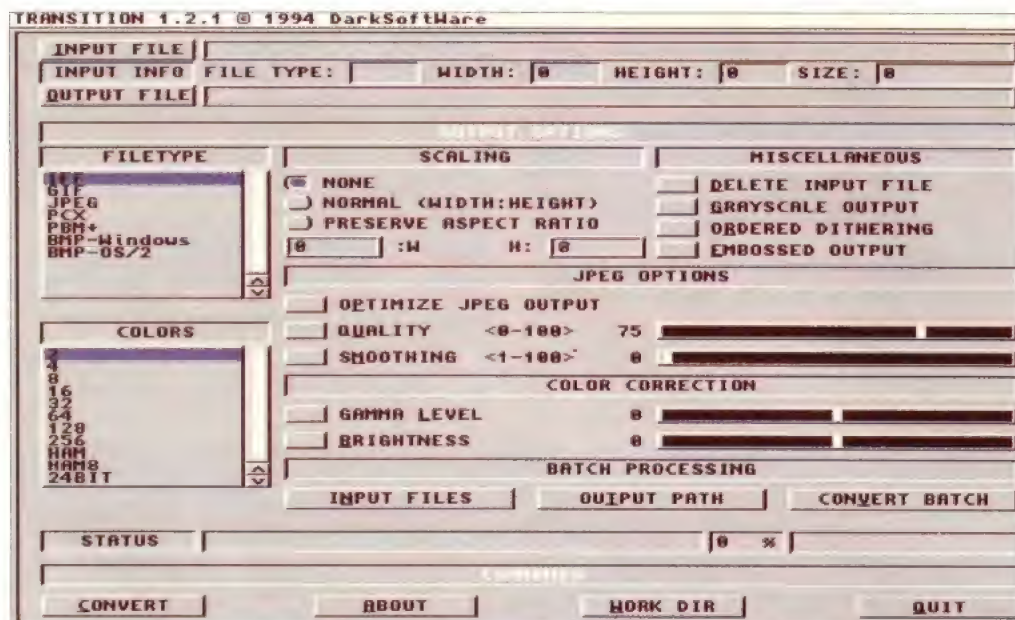
'Image conversion and processing' might sound a little technical, but it means you'll be able to use any picture you want, no matter what the format. David Taylor introduces *Transition* – and lots of other goodies too...

Everyone likes messing around with paint packages, but sooner or later you discover that many of the picture files that you come across are stored in different formats.

The Amiga's usual image format is IFF (as used by *Deluxe Paint*), but other formats, like JPEG or GIF, quite often crop up – especially if you're getting pictures from PD image libraries or from other types of computer. If your paint package can't use all the odd file types around, you really need a convertor to change them to a type you can use – and that's where *Transition*, the image manipulation program, comes in.

To use the program load Workbench and then insert the *Transition* disk. Double-click on the icon and you'll be shown a requester. *Transition* needs a place to store temporary files while it works on them, so you are asked to decide where this should be. If you've got loads of RAM, use that, but if you've only got 1Mb RAM, you should direct it to a blank disk (or temp directory, if you have a hard drive) for use as a sort of virtual memory.

The program couldn't be easier to use. At the top there are input and output paths for the files. As you can guess, all you have to do is select the picture you want to load as the input, and tell *Transition* where to put the finished picture, which is the output. Then select the changes you want to make.



Transition's interface has all the options laid out in a way that makes them very easy to find, with everything from format conversion to image manipulation on the same screen.

You might just want to change the file format of the image, or you might want to process it too.

The 'filetype' window enables you to choose the file format that the image will be saved in,

with the number of colours in the image shown underneath. If

you are outputting as a JPEG, then there are options to control the

quality of the output and any smoothing you might want to include.

The processing options are simple too.

An image can be scaled (made larger or smaller), with the aspect ratio kept intact if you want to avoid stretching the image. Should the image be too bright or too dark, the gamma (which roughly equates to contrast) and brightness levels can be altered. You can also choose to change the image to greyscale, add an embossed effect and delete the input file after the changes are made.

One great beauty of *Transition* is that your changes can be applied to whole sets of files automatically, using the 'batch processing' feature, which cuts out tedious repetition.

The easiest way to get to grips with *Transition* is to try it. Several samples are supplied, but you'll soon be processing your own images without any trouble.



There are several sample images like this one to get you started, but you'll soon be using *Transition* with your own library of pictures. There's nothing simpler to use. Well, perhaps a light switch is a little bit easier, but there's not much in it...

AND THAT UNBELIEVABLE UTILITIES BONANZA!

Yes, that's not all! Oh no! Not only do we bring you the fine and dandy *Transition*, but also this month's disk packs in another two diskfuls of utilities...

UTILITIES DISK ONE

ARCalc 2 (WB2+)

It's always been a bit stupid that you've got a powerful computer sat on your desk, but that the desktop calculator on Workbench looks like a poor effort from the 1970s. *ARCalc* can change all that. It's a full-featured scientific calculator that has just about every function under the sun. It has the obvious sin, cos and tan for all those curvy calculations as well as log, square, pi, and programmable functions. The calculator also operates in several different bases, including decimal, binary and hexadecimal.

LZX 1.2 (WB1.3+)

How, we hear you ask? How the hell do we get so much on to this one disk? Black magic, we reply. OK, that's a lie, but we do use this program. It's a CLI command, which means you won't be able to see anything if you open the window on Workbench (unless you show all files on WB2) and you will have to use the CLI. It works in much the same way as the *Lha* command, using 'x' to extract files and 'a' to add them. The full amigaguide gives you all the answers as well as an interesting insight into the history of archiving. This version not only packs better than *Lha*, it's faster too – and it can even de-archive .lha files 10-35% faster than *Lha* itself can.

MultiDOS (WB1.3+)

Those users who are lucky enough to have Workbench 2.1 and above will already have the ability to read PC floppies on their computer. For those who can't, *MultiDOS* is the answer, enabling you to read from and write to PC disks, and so transfer data from the Amiga to the PC. Shameless plug: the integration and use of this program is discussed in detail in *Amiga Shopper's* emulation feature, in their August issue.

Multivc (WB1.3+)

OK, so you can now transfer data to the PC and the Mac, but when you transfer ASCII text files, you keep getting rubbish characters in the middle of your nice document. You need this, mate! *Multivc* will convert ASCII to and from PCs and Macs, making sure it all remains OK.

FlushCX (WB2+)

In WB2 the idea of commodities was introduced. These are small utilities that alter the way in which your Amiga functions, such as mouse accelerators or screen blankers. Most people have one or two of these running, but if you're low on memory, it can be a pain when you really do need to squeeze every last drop of RAM out of the Amiga and you know that some little utility is stopping you. *FlushCX* will solve the problem, by killing all commodities (or just a few of them if you need one or two left in place).

UTILITIES DISK TWO

Remind 1.5 (WB2+)

Wouldn't it be nice if your friendly Amiga could remind you when you're supposed to be doing something else? Enter *Remind* 1.5, stage left.

It's easily configurable. Just load the program and press the hotkey (shift f8 by default). The main screen appears and you can enter the alarm function together with a message to tell you what it is you're supposed to be remembering, which is probably why it's called *Remind*.

When the time comes, up pops the message and you've been reminded. *Remind* has more tricks up its sleeve, too: it can be set to launch programs at specific times, so you could launch a virus checker every week to scan your disks, for example. If you don't have a battery backed-up clock, you can set the preferences to freeze *Remind* and make you set the clock on boot-up.

INSTALLING YOUR DISK

To fit these programs on, they have been archived, so you must install them – but don't fret! All you need do is have three blank, formatted disks ready. If you are unsure how to format a disk, refer to your Workbench manual. When you have the three disks ready, boot the Coverdisk. All you have to do is change the disk when you are asked to. There you go. Painless!

If you want to install *Transition* to your hard disk, simply follow the instructions above and then drag the drawer (not just the program) across to the destination.

FastView 1.51 (WB2+)

So, you've converted all your images in *Transition*, but you want to take a peek at them. *FastView* is the answer. It can load most types of images and is an incredibly quick JPEG viewer. There are two versions you can install, so use the one made for your processor.

It works both from CLI and Workbench and just requires you to select the file you want to see. There is optional dithering to make pictures look as good as possible and large pictures can be made to fit the screen. If you want to view multiple files, *FastView* will automatically load and decode the next picture while you are still viewing the previous one, which makes it very fast... as the name suggests, really.

Typeface (WB2+)

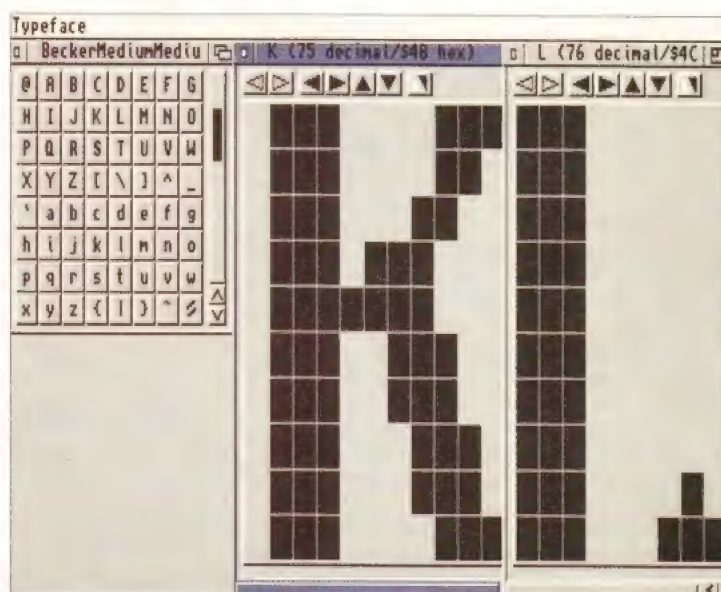
There are hundreds of fonts available for the Amiga, but what if you can't find the right one? Or you want an original character? Or simply want to make a few alterations? Well, then you need to take a look at this! *Typeface* is a bitmap font editor that is so easy to use, it's a dream.

Simply load the font you want to alter and then click on the character you want to change. A blown-up image of the letter will appear and you can change each pixel individually. When you've got it as you want it, save it out and – hey presto! – your customised font is there.

In addition, Outline fonts, introduced with WB2.04, can be loaded at specific sizes and saved out as bitmap fonts.



ARCalc is a powerful replacement for the outdated calculator supplied with Workbench. (And yes, the backdrop was created with *Transition*!)



Typeface helps you to create and edit your own personalised fonts – and its easy-to-use front end means that a new font is only a few mouse-clicks away.

AMIGA FORMAT COVERDISKS

**GOT A PROBLEM WITH
YOUR COVERDISK?**

CALL

0191 584 0682

(MON-FRI 2PM-6.30PM)



**Your Coverdisk should be working fine,
but if it's not, these hints, tips and
corrections should sort out the
problem quickly and easily.**

EXTRA!

PIXEL 3D PRO (AF65)

Pixel 3D Pro is for use with a 3D rendering package (such as *Imagine* from Coverdisk 53). The objects that it creates cannot be loaded into paint packages such as *DPaint*.



It is a very memory-intensive program, and is choosy about the type of memory it uses. It needs at least 1.7Mb of total memory, some of which must be Fast memory. The *AF66* Coverdisk contains a patch which fools *Pixel 3D Pro* into thinking that you have Fast RAM even if you don't. You can get a copy of *AF66* from Back Issues on page 133, or contact a PD library and ask for a program called *Half'n'Half* which will do the job.

BARS&PIPES (AF71)

Several readers have reported memory problems when trying to run *Bars&Pipes* or when trying to access the *Bars&Pipes* tool *AmigaPhone*. To increase the memory available, disable Workbench utilities that are running in the background (such as virus checkers), disable external disk drives and use Workbench Preferences to change screen mode to the lowest resolution and least colours possible.



Bars&Pipes should now load. Once running, use *B&P's* Preferences menus to switch on all the memory savers. *AmigaPhone* should now work.

When you try to load the song *Brandenburg Demo*, the Amiga asks you to insert Volume Internal Sounds Kit 1. This is an instruments disk

which couldn't be included on the Coverdisk. To work around this, make a copy of your *AF71A* Coverdisk and rename it *Internal Sounds Kit 1*. Put this in the drive when prompted. *Brandenburg* will find some of the sounds that it needs in the instruments drawer on this disk, but not all.

Instruments whose sounds can't be loaded (cello for example), can be fixed by clicking on the *AmigaPhone* icon at the end of their pipe and choosing a suitable replacement sample from the *AF71A* instruments drawer.

PEGGER & MAGIC STORYBOOK (AF72)

It says in the magazine that you should name one of your blank disks *Pegger_Demo*, but this is wrong. The disk should be called *Pegger*.



When you are prompted to Please Insert Magic Disk, this does NOT refer to the *Magic Storybook* Coverdisk, it means the disk which you have formatted and called *Magic*.

People with some 1.3 machines can't decompress the disks. *Magic Storybook* will work, but it will have to be decompressed as follows.

Amiga 1.3 with 2 drives: Boot up with the Coverdisk in the internal drive, put your blank formatted disk in the external drive. When the error message appears telling you that RAM can't be accessed type:

`lzx -x -F x magic.lzx dfl:`

This starts the decrunching process. Once that has finished type: `install dfl:`

Single drive 1.3 Amiga: a little more complex. Boot with your Workbench disk, go to the System drawer and start the CLI tool. Make sure you have your formatted disk called *Magic* to hand. Write-protect your Coverdisk and Workbench disk. Now type the following, swapping disks as requested:

`copy af72a.lzx RAM:`

`copy af72a:Magic.lzx RAM:`

`copy af72a:c/install RAM:`

`cd RAM:`

Remove Workbench, and insert the blank disk. If, after entering the next line, a requester asks for Workbench back, click on Cancel.

`lzx -x -F x magic.lzx magic:`

`install dfl:`

Now reset the machine. If you've done everything correctly *Magic Storybook* will load and run.

DATASTORE (AF68)

Although it wasn't mentioned on the disk, *Datastore* needs at least Workbench 2 to work. Sorry, there's no way to get it to function on a 1.3 machine. The vast majority of serious Amiga software nowadays needs at least version 2.



For around £90 you can upgrade to the latest version, (3.1). If you think that's too much to spend on an ageing A500, there is another option. Most dealers will replace your Kickstart 1.3 ROM with a 2.1 ROM for less than £30. If you fancy doing it yourself, 2.1 Kickstart ROM chips can be bought mail order for as little as £22. A small price to pay to bring the machine into the Nineties. ☺

IN GENERAL

Not all of the Coverdisk programs are self-booting. Some, like *Bars&Pipes* for instance, require you to load up Workbench before you can run them.

A large number of people regularly ruin their Coverdisks by decrunching the full Coverdisk programs and game demos over the top of the Coverdisks themselves, instead of on to blank disks. Often, this happens when they accidentally insert the wrong disk during the Coverdisk decrunching process.

To guard against this happening, as soon as you remove the Coverdisks from your magazine you should write-protect them - slide open the little tab in the top right-hand corner of the disk. Only when this is done should you follow the instructions for making back-up copies of the

Coverdisks and decrunching the Coverdisk programs to blank disks. Make sure you rename a back-up copy of a Coverdisk to the same name as the original before using it.

FAULTY COVERDISKS.

As a rule, a Coverdisk which is genuinely defective causes error messages such as Read Write or Checksum Error when it (but not one of your own blank disks) is in the disk drive.

Not Enough Memory or Can't Open Such&such.library errors are almost always generated by something other than a damaged Coverdisk. Check that you've followed all of the instructions, and that the program is intended to work on your particular system. If the problem persists call the Coverdisk Helpline before you send the disk off to DisCopy Labs.

COVERDISK HELPLINE

The Coverdisk Helpline (0191 584 0682) is there to help you, but before you call please make sure you have the answers to the following questions:

- Which version of Workbench are you using?
- Which model of Amiga do you own?
- What memory expansions do you have?
- How much memory do you have?
- If you are getting an error message, what precisely does it say?

PC OWNERS

Often confused PC owners call the Coverdisk Helpline to complain about the *Amiga Format* Coverdisk programs not working on their HyDaeSung DX2 T (or whatever). A message to PC owners: you did buy the right magazine, but sadly you bought the wrong computer to go with it.

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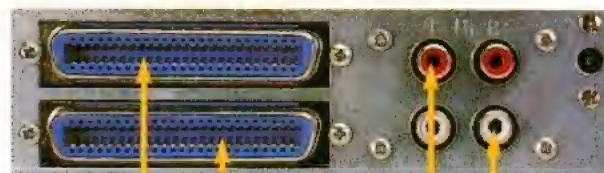
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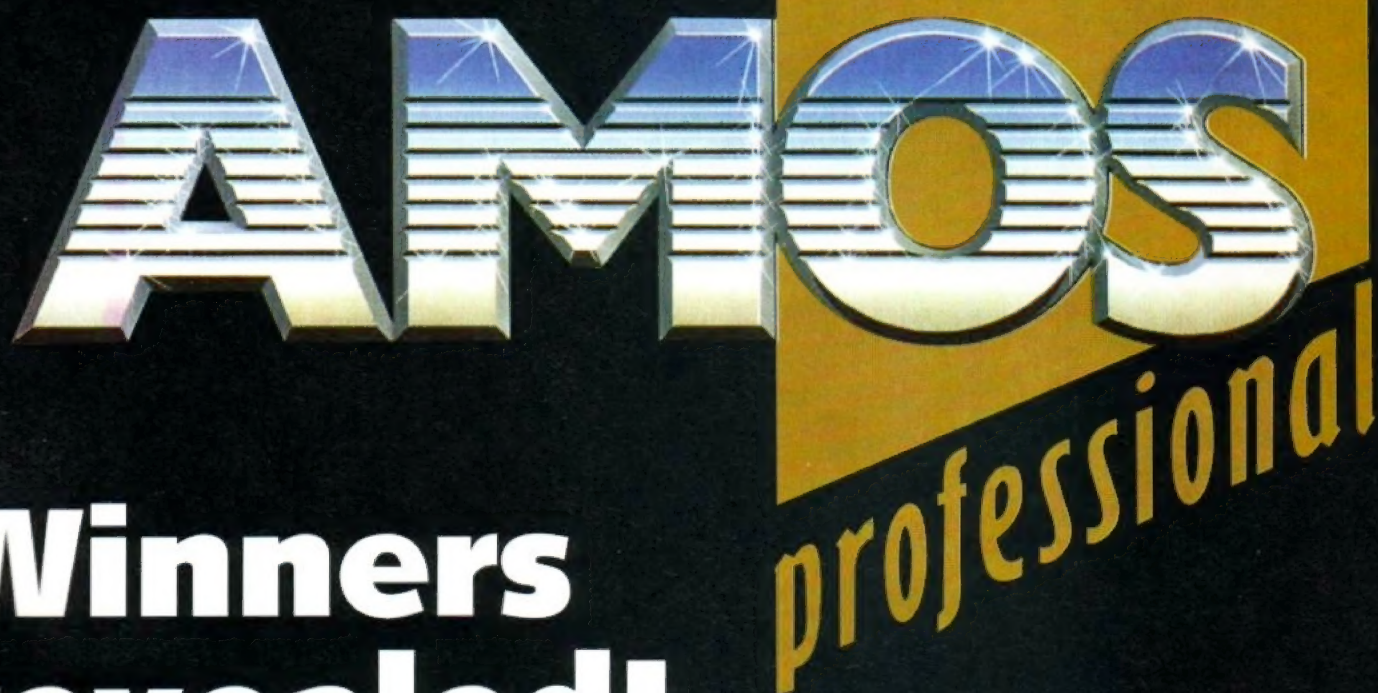
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AUGUST 1995

AMIGA FORMAT FORUM

Dale Bradford is
your host
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that gets the
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We get more letters about Coverdisks than any other subject. So, just what do you want stuck to the cover of the world's best Amiga magazine?

Coverdisks, eh? No matter what we do, someone always complains. Usually the complainants fall into two camps: "There's too much old tat – give us new stuff!" on the one hand, or "Stop putting AGA-only stuff on the disks – what about all us A500/A500+/A600 owners?" So we thought we'd broaden the debate by asking the following question:

What do you look for in a good Amiga Format Coverdisk?

And this is what you said: "A brilliant and useful utility," replied Robert Finney of Chislehurst in Kent, who added: "It may be useful, now that the price has gone up, to do some full PD games and earlier full games like *Team Suzuki*."

Full PD games are a possibility, but full versions of commercial games are a no-no due to a long-standing agreement between magazines and software publishers to use only demos. Besides, the last time I saw *Team Suzuki* on sale it was only £7.99.

"Either good demos of really new stuff, like *Photogenics*, or full versions of old stuff, like *Bars&Pipes*, *Wordworth* and *TV*Text*," says Nigel Williams of Birmingham, "but please, no more demos of old stuff like *Magic Storybook*."

Perhaps it has slipped Nigel's mind that the disk he refers to also contained a sample version of a new program (*Pegger*) and that every issue in the previous year conformed to his wishes?

Nick Rowe, of Halesowen in the West Midlands, looks for: "Varied, interesting and preferably unrestricted programs. It also helps if programs can be used easily, without additional hardware where possible." Which suggests that Nick is quite content, because that's exactly what our Coverdisks are.

Jackie Doherty of Harrogate in Yorkshire, who smugly informs us she bought a second-hand A1200 for a mere £50 just before Christmas, would like to see: "Tutorial disks which would lead the beginner through, say, *Workbench*. Not only beginners would benefit: in my class most people use their Amigas as games

machines, and a tutorial disk might nudge them into more productive areas."

Jackie then makes the frankly ridiculous claim that: "Girls have Amigas too, you know." Since when?

I liked Brad Darkins' suggestion: "The best from *Amiga Format*, the best art from *The Gallery*, music, *AMOS* programs, demos and so on. You never know, Escom may use it on their in-store displays to help sell Amigas and put the Amiga back where it belongs – on top again."

Maybe we should do that as a separate disk anyway? Come on, Mr Veitch, see to it.

"Why don't you arrange with the software publishers the rights to sell the

You're locked in a lift for a weekend with your Amiga, a two-player game, and a companion. Who would you choose to share your confinement, and what game would you like to have with you?

The best answers will be printed in a future edition of *Format Forum*, and will win their authors an *Amiga Format* sweatshirt.

Please send your answers to:

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See you next month.



"Good demos of really new stuff"

original manual to anyone who's interested in buying it? It would have been particularly welcome if you had done this for your *Bars&Pipes* Coverdisk," suggests Garry Harris of Stowmarket in Suffolk. We usually do, but the *Bars&Pipes* manual is so enormous, it would have cost a fortune to print, I suspect.

Adrian Murphy of Paddington, London, explains: "Half the enjoyment is searching around the Coverdisk's every nook and cranny for any little programs, fonts, libs, *DOS* commands, etc which might come in useful.

"*AF* has been brilliant in this respect, supplying me with a range of fonts and little programs like *LHA* which have been very handy."

"A tutorial disk might nudge people into more productive areas"

Adrian went on to praise our *Wordworth AFC* disk in particular and would also like to see high-quality PD because: "The standard of programs coming from the Public Domain is truly amazing – just look at *Magic Workbench*."

I'll leave the last word to Rebecca Stacey (blimey, another girl – Jackie may be right) of Balby in Doncaster: "Variety".

Well, that sounds to me like a resounding endorsement of what we already do. For next month, can I ask *AF* readers to consider the following...

How to contact us

The best way to get an answer from *Amiga Format* is to make sure you're addressing your letter to the right person (or, indeed, department)...

- We get hundreds of letters and faxes a day, so we can't reply in person.
- *Amiga Format* is available for enquiries by telephone every Tuesday between 10.30am and 5pm. Please make sure your call is really necessary.
- Our advertising complaints department can help with problems with companies who advertise in *AF* if you phone during normal office hours. Ask for Sophie Collins. E-mail: mops@futurenet.co.uk.

WORKBENCH: If you have any problems with the technical side of your Amiga, we'll answer you in the mag. If you have advice or tips for other readers, send them in and you could win a prize. *Workbench*, *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW.

GAMEBUSTERS: If you've found a cheat mode, mapped out the levels, or found all the passwords for the latest game, send the info to Steve Bradley and you could win a prize. Or, if you're stuck, ask Helping Hand for advice. Stephen Bradley, *GameBusters*, *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW.

READERS' LETTERS: The letters pages are there for you to air your views and share your opinions. Please remember not to ask questions that should be in *Workbench*! Letters To The Editor, *Amiga Format*, 30 Monmouth St, Bath BA1 2BW.

COMPETITIONS: To enter a competition, write the answers and your name, address and phone number on the back of a postcard. Whatever Competition, *Amiga Format*, 29 Monmouth St, Bath BA1 2DL.

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